THE OFFICIAL SEGA SATURN MAGAZINE

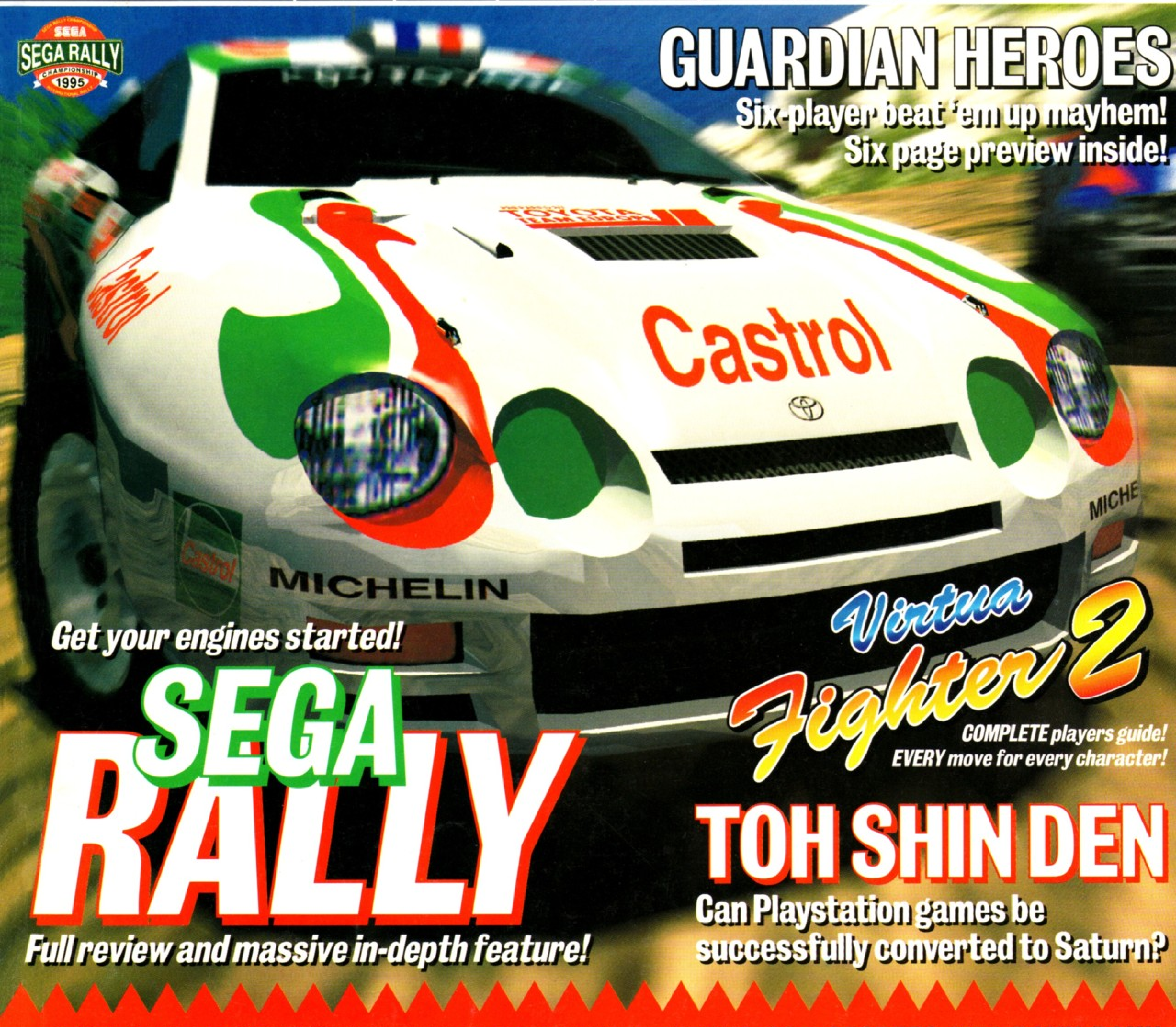
SEGA SATURN MAGAZINE

ISSUE 3

JANUARY 96

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NON-CD EDITION



GUARDIAN HEROES

Six-player beat 'em up mayhem! Six page preview inside!

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SEGA RALLY

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Virtua Fighter 2

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TOH SHIN DEN

Can Playstation games be successfully converted to Saturn?

PLUS! PANZER DRAGOON 2 MYSTARIA MANX TT VIRTUA COP SECRETS FIFA BAKU BAKU SCORCHER AMOK WORMS VIRTUA RACING OFF-WORLD INTERCEPTOR CYBERIA AND MORE!

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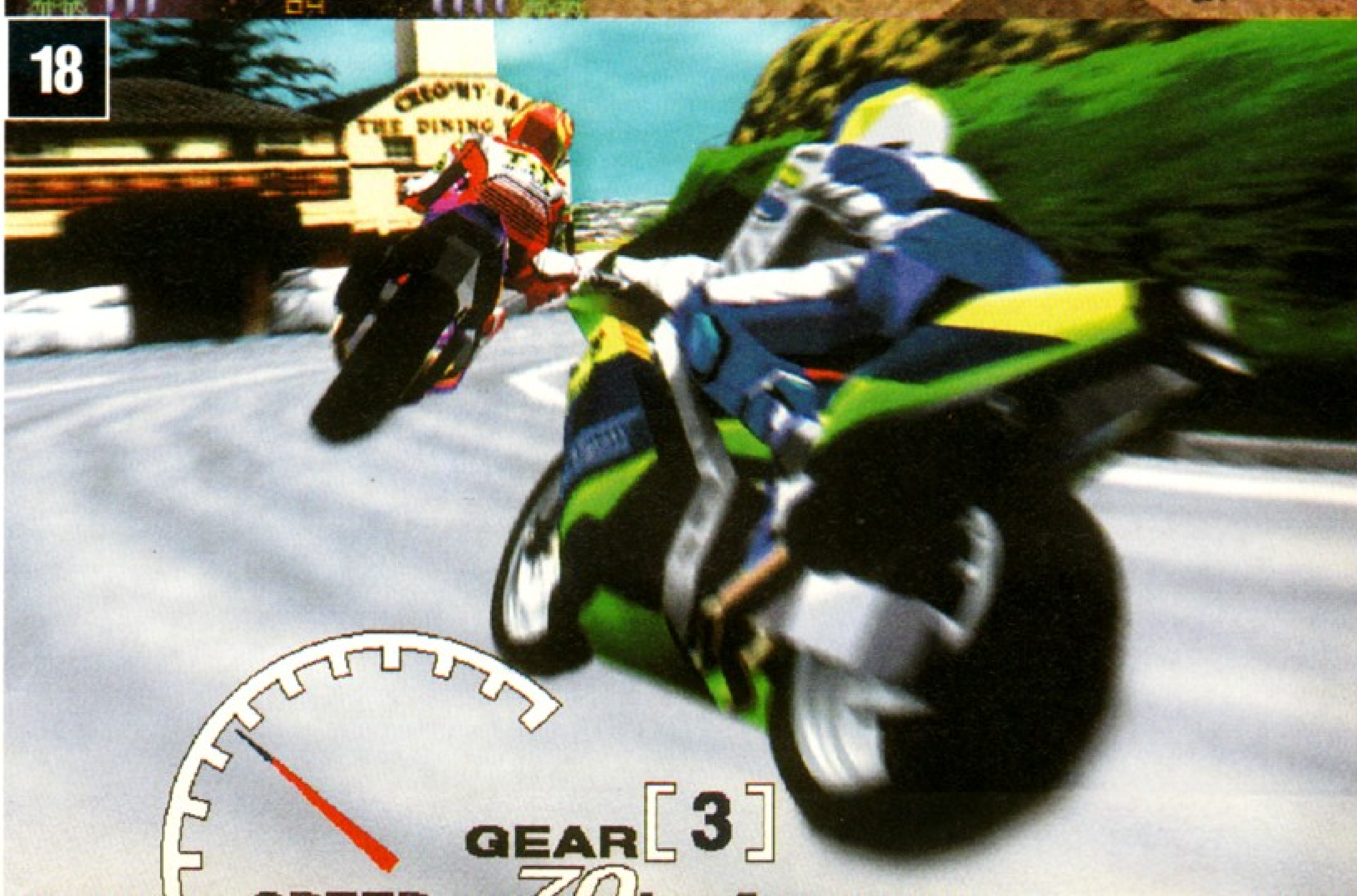
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SHOWCASES

GUARDIAN HEROES 44

We've waited months for this one to come in, and luckily, it's been worth it, as Treasure's debut on the Saturn is already shaping up to be one of the most playable non-Sega games yet seen on the system! Although the version of the game shown in our feature is little more than 50% complete, it's already 100% playable and the six-player option has also been programmed into the game. We bring you everything you need to know about the game!

TOH SHIN DEN 50

This was released on the Playstation months ago, and since then much better titles have come along, making it seem a bit dated, even though it's less than a year old. This month sees its conversion to the Saturn. How does the conversion shape up? Is there anything extra for Saturn owners? Is it worth all the fuss? We take the programmers to trial and report on every aspect of this forthcoming title.

FIFA SOCCER '96 56

The Megadrive version of this title went straight to number one when it was released last month, so does that mean its big brother will be just as good? And how does it compare to the Playstation version? We answer all your questions and report on why you have to buy FIFA this Christmas.

MYSTARIA: REALMS OF LORE 60

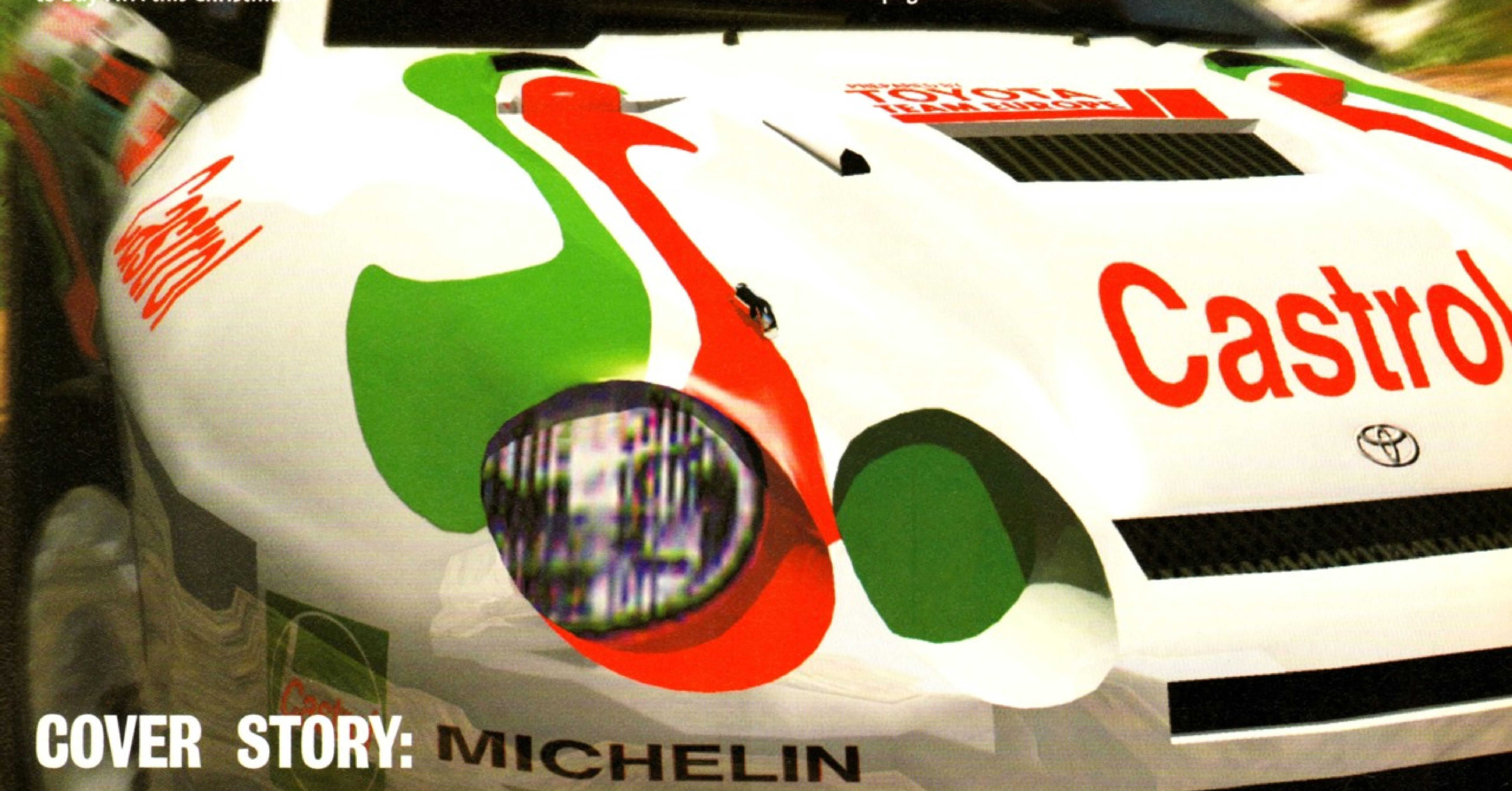
You've probably already noticed that there's an astonishing lack of RPGs available for the Saturn, which is a shame, because they can always be relied on to last for more than a week. Well, good job then that Mystaria is already preparing for a UK launch, and what's more it takes its inspiration from the classic Shining Force series on the Megadrive. A four page feast of dastardly deeds, death, corruption, plus tons and tons of fighting.

COP SECRETS 64

Surely every Saturn owner has bought Virtua Cop by now, and those of you who have finished it, will have already discovered some of its many hidden cheats. However for those of you who are still fighting through levels two and three, we've put together two pages of hidden extras that can be accessed once you've finished the game, including ranking mode, mirror mode, free play and bookkeeping mode!

VIRTUA FIGHTER 2 PLAYERS GUIDE 66

Some of you will probably have this playing on your Saturn at this very minute and if you don't have it – go and get it. NOW! This is without a doubt the best combat game ever to appear on a console, which is precisely why we've brought you tens of pages of essential moves – one page for each character!



COVER STORY: MICHELIN

SEGA RALLY 36/78

This month, Sega follow up their big-game portfolio with the release of Sega Rally. It's not out until the middle of January in the UK, but we've already been treated to a finished copy and are pleased to report that the end result is, without a doubt, absolutely brilliant! Of course, this is why we've decided to bring you a huge feature on it, as well as the definitive review on page 78!

Depending on which edition of the magazine you bought this month, you may or may not have noticed the CD stuck on the front of the magazine. Now, if you bought the CD edition of the mag, it's pretty obvious what you should do with the CD, but just in case:

SIMPLY LOAD UP THE CD AS ANY NORMAL SATURN CD GAME!

And, er that's it. Simple as that!



PLAY!

There's four playable games to choose from: Sega, Rally, Clockwork Knight, Bug and World Series Baseball. Guide the cursor down to the title you want to play, then press any button. You will now be taken into the level of the game you've selected. To quit out of the game, press start at any point in the proceedings.

Sega Rally (out Jan, price £49.99)

A fully playable forest track, with a maximum of two laps allowed! See the brilliant graphics in this game for yourself and be amazed at the smooth handling of the car! Now go and buy it! Incidentally, this will be 17.5% faster and running at full screen when it's released in January.



Bug! (out now £44.99)

Two levels and a bonus round from Sega's top selling platformer! Almost every Saturn owner will have heard of this character already, and this is your chance to see him in action! This title went to number one in the charts when it was released a couple of months back, and really is among the top titles already out for the Saturn.



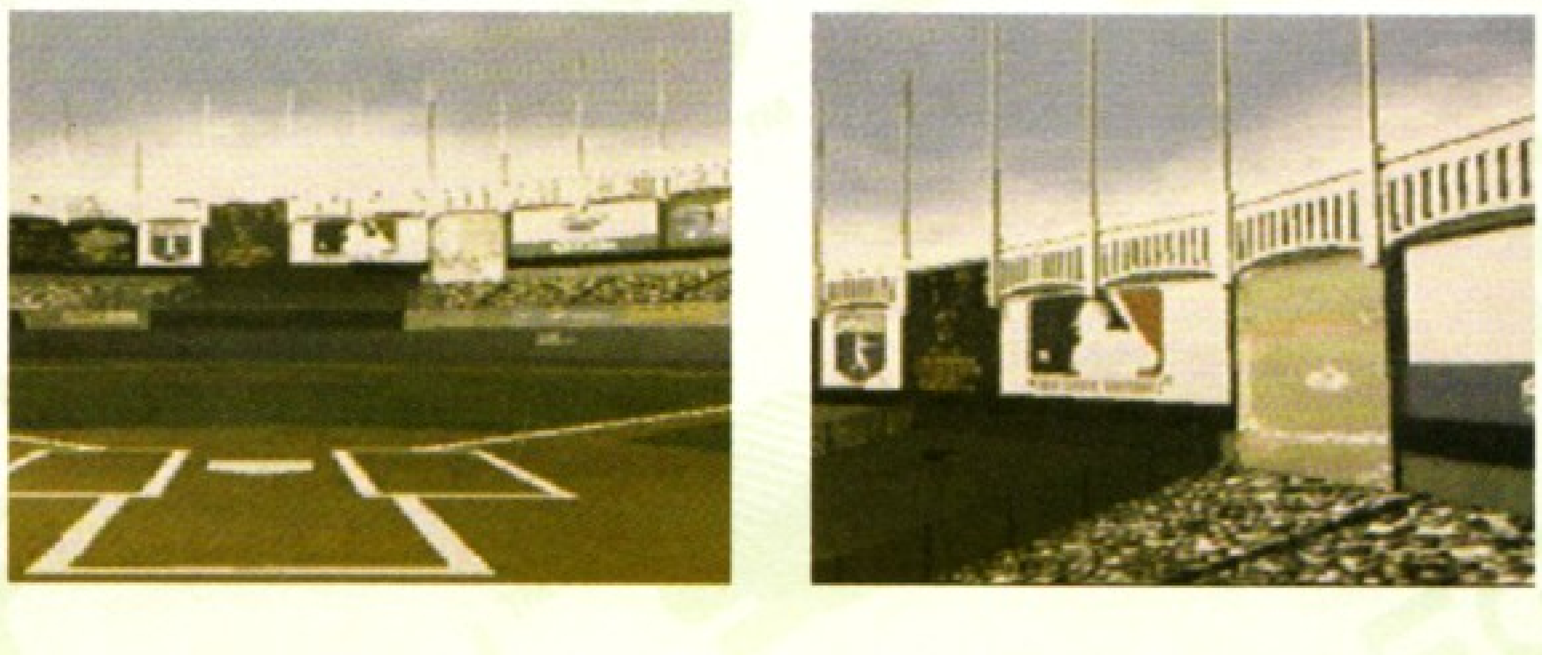
Clockwork Knight 2 (out now £39.99)

A whole level from this great little platformer! Guide Pepperouchau through the first level, pick up bonus cards, pop pesky toys and marvel at the 3D trickery employed in the game! The follow-up to the original Clockwork Knight game.



World Series Baseball (out now £44.99)

Select to play home run derby with up to four players, and see how this title adds a new dimension to existing baseball games. All the commentaries from the finished version are in there too, so this makes for a very realistic taster.



WATCH!

Please note that some of the following demos are FMV routines and are therefore not of game quality.

In addition to the playable titles, there's also six non-playable demos: Virtua Fighter 2, Virtua Cop, Mystaria, Wing Arms, NHL All Star Hockey and Daytona. Sega have asked us to stress that the version of Virtua Fighter shown on the disc is running slow as it was taken from the Japanese version and hasn't yet been converted to PAL. It is also running with borders. THIS WILL BE RECTIFIED BY THE TIME THE GAME IS RELEASED OFFICIALLY. The final version will run 17.5% faster and will not have any borders. Again, to select any of these titles, guide the cursor to them on the options screen and press any button.



WITNESS!

There's also an FMV trailer showing parts of: Black Fire, Ghen War, Congo, Mr Bones, Virtua Fighter Remix, Astal, Cyber Speedway and Mansion of Hidden Souls. To access this option, point the cursor at the choice, then press any button.



If you haven't bought the CD edition of the magazine, don't worry, you can still get hold of a disc. We're holding a surplus of 300 discs here at SEGA SATURN MAGAZINE, and if you want to purchase one, send a cheque for £4 with the coupon below to the address below by Jan 30th. We will be despatching the final discs on the Ist of February.

Yes! I would like an Exclusive Sega Saturn Magazine demo disc!

I enclose a cheque/visa no for £4 (inc postage and packaging) payable to EMAP IMAGES LTD.

NAME

ADDRESS

VISA NO:

Please send all payments to:EMAP IMAGES DISC OFFER, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. We will despatch all discs within 28 days

● All cheques must have the cheque guarantee card number included

SEGA SATURN MAGAZINE EDITORIAL

VIRTUA SELL OUT!

We've just received news that Virtua Cop has sold over 300,000 copies in its first week of sale in Japan, and considering that Virtua Fighter 2 is by far and away the most popular title out there, it's not bad going. Sega have also just announced that pre-orders for Virtua Fighter 2 have almost equalled the amount of Saturns available in Japan – some 1.5 million units. People are queuing up in the streets to get a look at the first finished Saturn versions currently on free play at Japanese department stores and apparently the news that Virtua Fighter 2 is a great conversion has sold thousands of Saturns alone! So, it seems as though Saturn fever has never reached a higher level.

In this country though, it's slightly different. People seem to think that the Saturn has something to prove. But, it looks as though the tables are turning slightly for Sega – Saturn fever is hitting the UK too, and even though Sega Rally and VF2 aren't available until after Christmas, gamesplayers are already in a state of nervous excitement at the anticipation of owning these gaming monsters. In fact, you'd be hard pushed to see the same level of excitement being offered on the Playstation at the moment.

So, once again, it seems as though Saturn owners are winning in the long run. If you've bought the CD edition of this magazine though, you should, without a doubt, know that already.

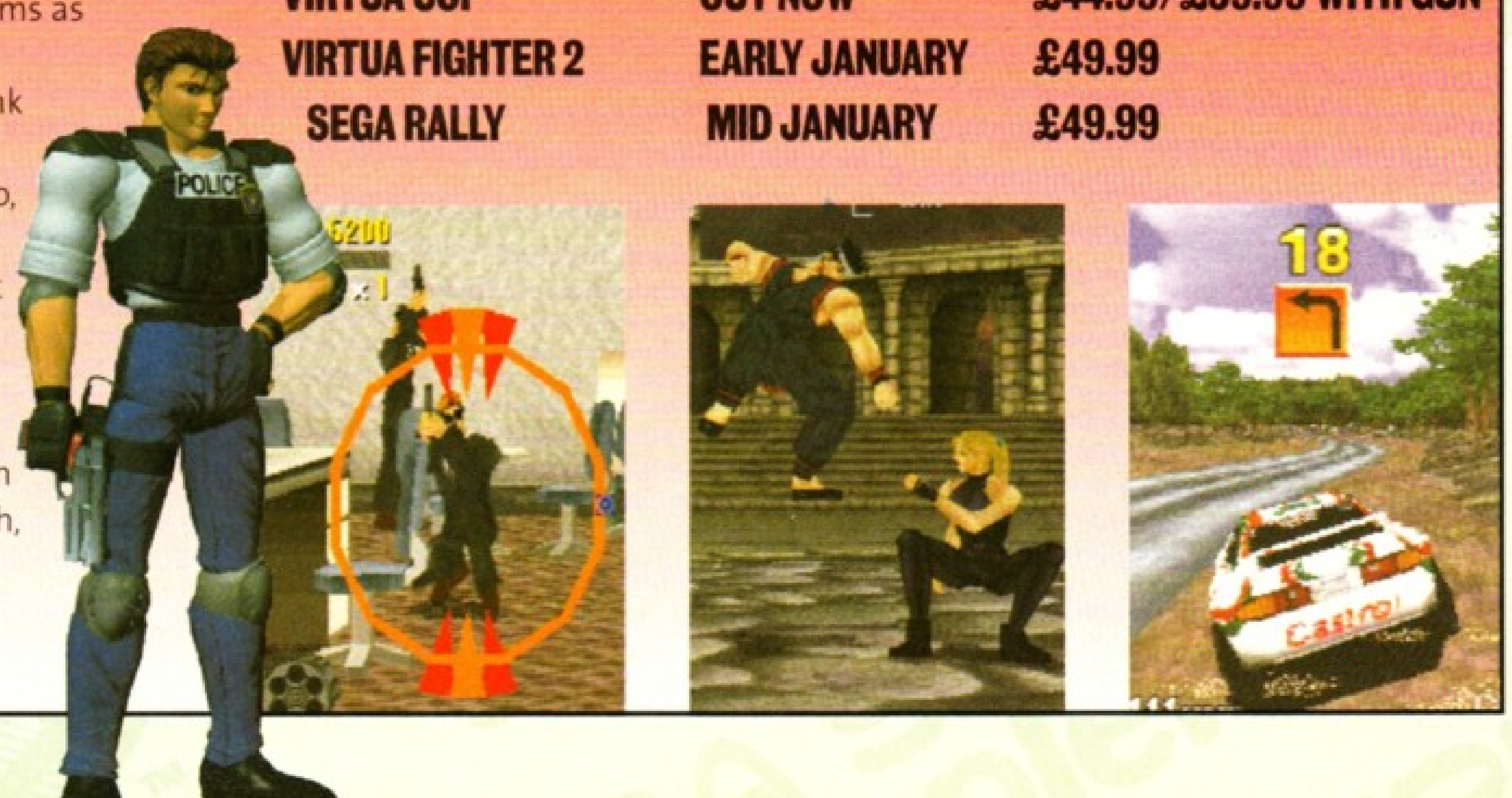
Enjoy this issue,

Sam Hickman, Editor

RELEASE UPDATE!

We like to keep you posted here on SEGA SATURN MAGAZINE. And we know that you're dying to find out when you'll be able to rush out and buy VF2 and Rally. So, get your cash ready because within a few short weeks you'll be able to buy them. To be more specific:

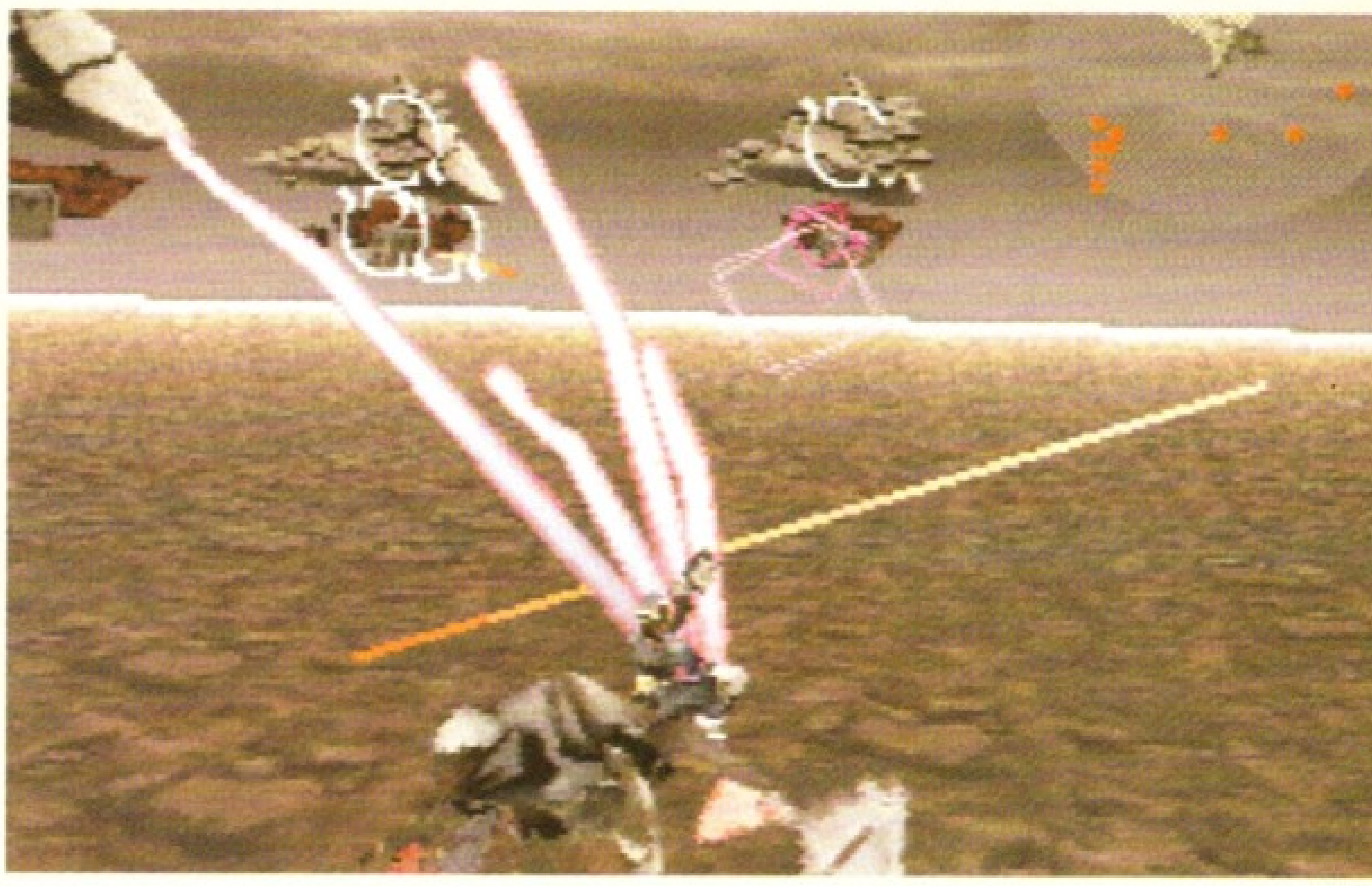
RELEASE	DATE	PRICE
VIRTUA COP	OUT NOW	£44.99/£59.99 WITH GUN
VIRTUA FIGHTER 2	EARLY JANUARY	£49.99
SEGA RALLY	MID JANUARY	£49.99



SEGA SATURN™ NEWS







FIRST PANZER DRAGOON 2 PICTURES EMERGE!

We've known that Panzer Dragoon 2 has been in development for some time now, but just as we were going to press this month, we managed to get hold of the first pictures of the game. Early versions were actually on test at a Sega show recently held in Japan and even though it's at an EXTREMELY early stage, it's safe to say that it will be even more impressive than the original brilliant adventure.

At the moment only one level of the game is playable, and even that is only around 20% complete, but we were able to find out a fair few details about the gameplay. As in the original title, your game course is fairly preset, although at certain points you are able to make a choice as to your game direction. You're also able to run along the ground on your dragon as well as flying through parts of the level too. In fact, the game begins on the ground and halfway into the first level there's a huge drop – your dragon will automatically fly for the rest of the level. As you'd expect, there's plenty of huge monsters to battle against, and as in the first game, you can view the action from any angle.

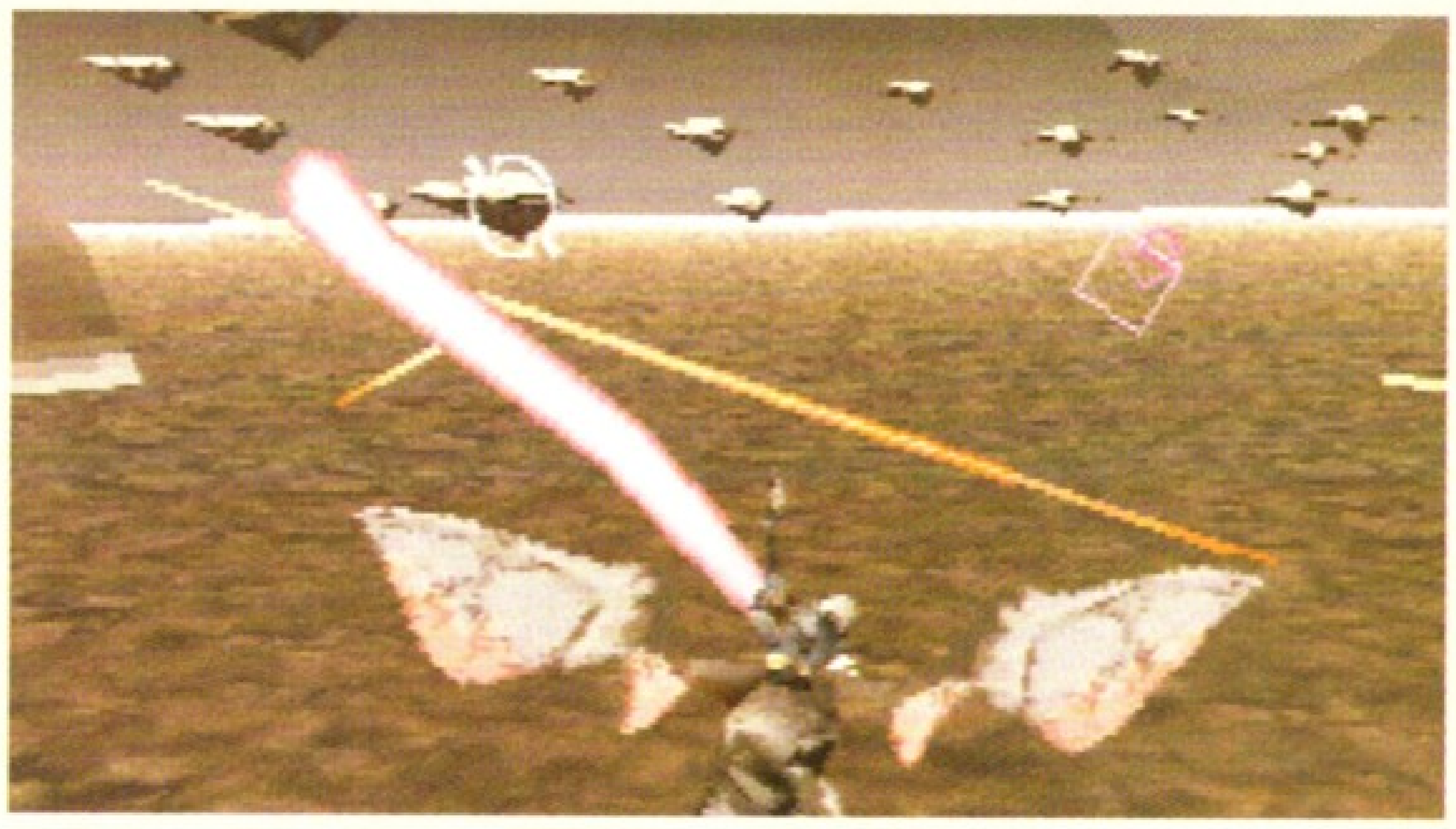
Although this has a long way to go before it's anywhere near complete, the graphics are already looking a lot sharper than the original game, and there's going to be more complex levels as well as tons more action. Expect to see more on this one next month when hopefully we'll be bringing you a full preview on the title.







One of the enemies you'll face in Panzer Dragoon 2. There's plenty of new monsters in this sequel, although many of them aren't yet programmed into the game.



The first pictures to emerge of Panzer Dragoon 2 are already looking very impressive, although it must be stated that the game is very early in development.



TOSHIMAEN SHOW REPORT

SEGA SATURN MAGAZINE had a representative at the Toshimaen 'Vs Saturn' Show held in a Tokyo theme park in late November. The show was an opportunity for the Japanese public to get their hands on the games that will be released there during the winter months, and a chance for Sega to build up to their launch of the 'Big three' titles; Virtua Cop, Virtua Fighter 2 and Sega Rally. SEGA SATURN MAGAZINE is able to bring you a report after actually play-testing these games.

CAPCOM'S BIG THREE

Capcom's stand was by far the biggest of the modestly-sized show. They had booked a large central area to demonstrate a partially-complete version of Vampire Hunter: Darkstalkers 2. The release of X-Men: Children of the Atom on Saturn happened a couple of days before, and Capcom officials were basking in the positive response from buyers. Vampire Hunter however, looks even more awesome, despite only six of the characters being selectable for play. The speed and response of the game, the detail of the graphics, including all the background animation, and the coolness of the characters anticipate a classic for the new year. Currently Streetfighter Alpha is in a more complete state than Vampire Hunter, but Capcom may delay its release to allow for an earlier Vampire Hunter release. The game looks equally good, and received as much attention at the stand. Capcom contrast the loss of some animations in Vampire Hunter with the complete transfer of Alpha to the Saturn with no reductions of any kind.















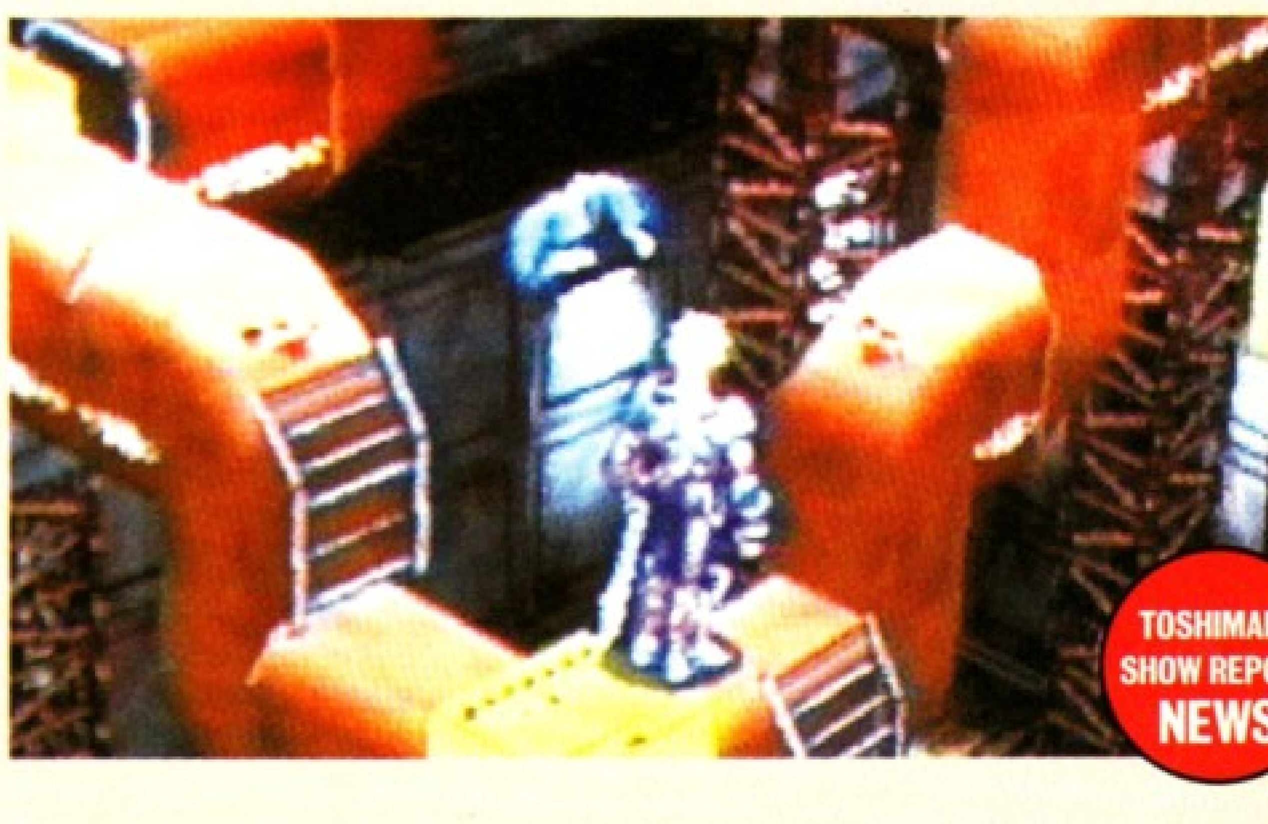
Darkstalkers is on the way to UK Saturn owners via gaming giants Virgin.

TOSHIMAEN SHOW REPORT NEWS

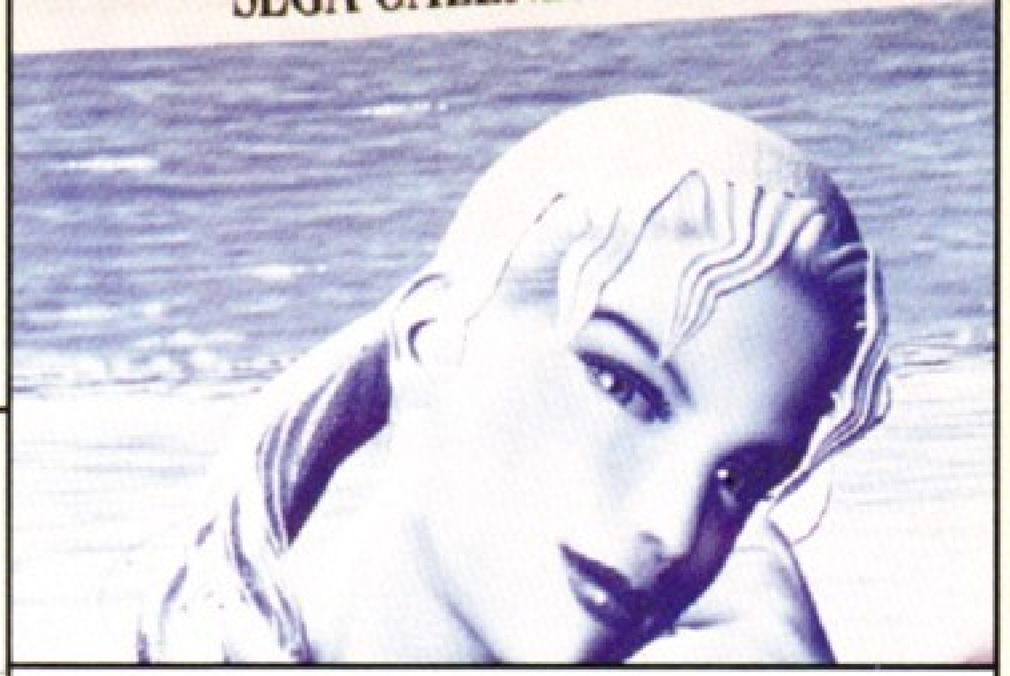


DARK SAVIOR

Toshimaen was a rare chance to see the Saturn's one big isometric RPG project at the moment, Dark Savior from Climax. It was also a chance to meet Kan Naito, producer of Shining Force, Landstalker and now Dark Savior. He was demoing the game and using the visitor's comments as research (he intends to make it slightly easier as a result). The first level of the game was running, showing a 3-D ship made up of many rooms, and demonstrating effectively the custom-designed 3-D system 'Hyuperion Perspective' that allows you to scale, pan and zoom the camera independently of the player character.



TOSHIMAEN SHOW REPORT NEWS



ROBOPIT

This strange little game looks like achieving a cult following, though it may never appear over here. It's a 3-D battle game, with more in common with Virtual On than Virtua Fighter. From a first-person perspective you take on bizarrely polygon robots in arena-based combat. Although graphically simplistic, gameplay is quite fast and smooth.





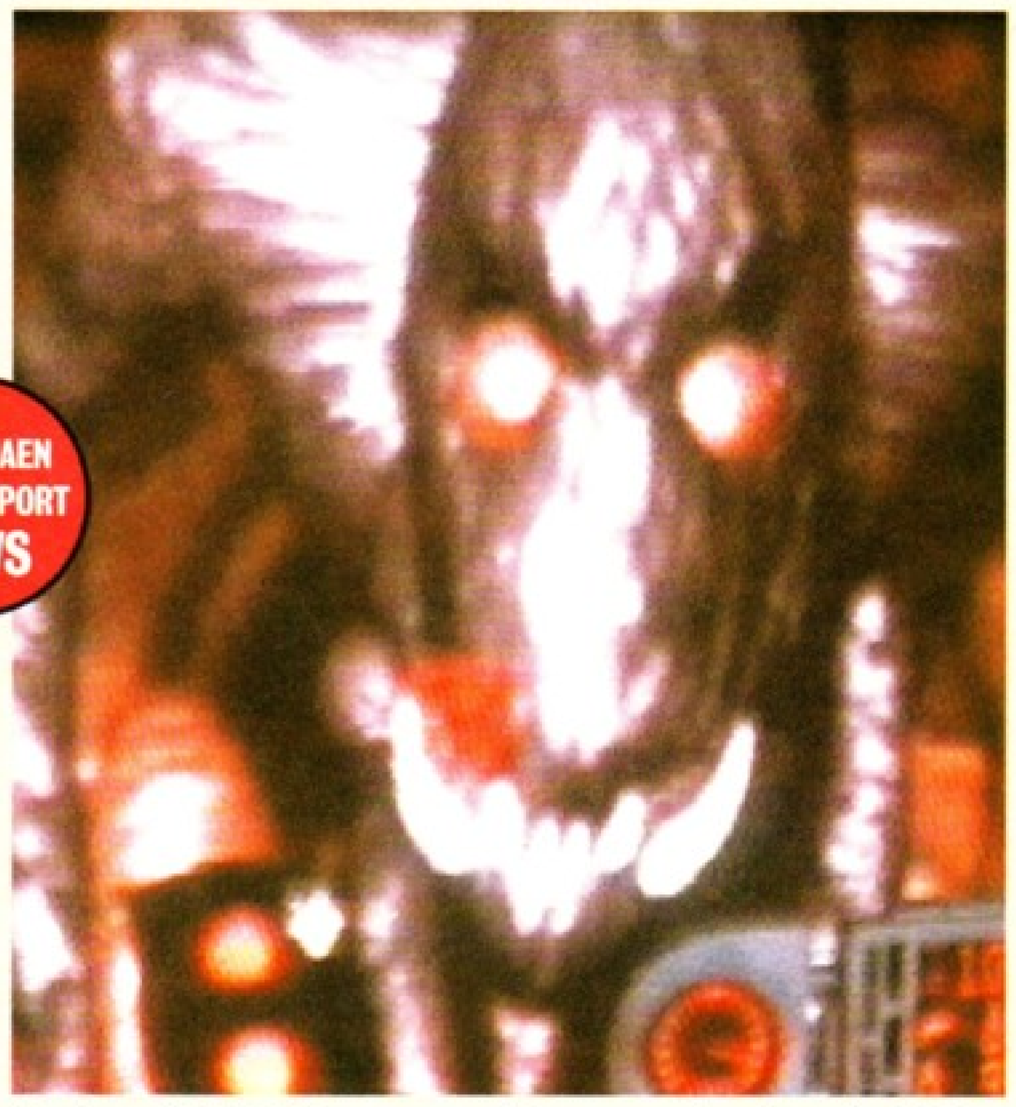
WIN!

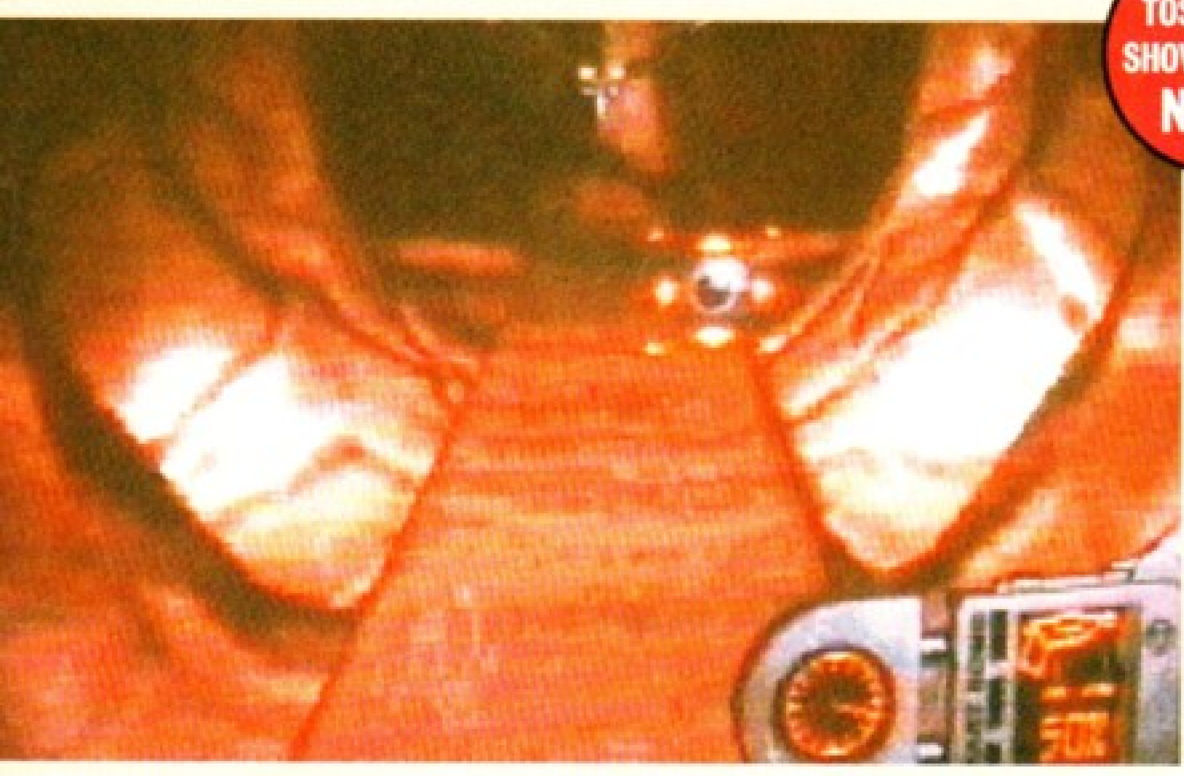
AN EXCLUSIVE VIRTUA FIGHTER CALENDAR UNAVAILABLE IN THE UK!

If your walls are in dire need of a facelift, one of these VF calendars could be just what it's in need of. Shipped in from Japan and featuring exclusive Virtua Fighter art, we have five of these to give away. All you have to do is: NAME EVERY CHARACTER IN VIRTUA FIGHTER 2. Answers on a postcard to: CALENDAR COMPO, SEGA SATURN MAGAZINE, 30-32 FARRINGDON LANE, LONDON EC1R 3AU, by Jan 30th.

CREATURE SHOCK

Strangely enough, a Saturn version of Brit developer Argonaut's old PC title, Creature Shock turned up. Much like its predecessor, this 3-D rendered shoot 'em up relies heavily on atmosphere and graphics, as players walk through passages that look for all the world like a monster's innards. Plenty of smaller monsters pop up from time to time.





We thought that this was canned as no one has heard of it for so long – but it's on the way! Hurrah!

GUNBIRD

Scrolling shooters are not as popular as they once were but Gunbird is gamely trying with a sizeable slice of vertically-scrolling ballistic mayhem. The gameplay falls into the long levels, big bosses format, but the animation and amount of bullets flying around is still impressive.



ROADRACER

The popularity of Ridge Racer has inevitably spawned some clones and this is one of the Saturn hopefuls. The range of courses is wider, but the style of the scenery and the lines of the car are much the same. Play-wise things are less certain, with a slight jerkiness which, of course, we can't convey in these screenshots.





FACE MASK

Facemask is the latest investigation game to appear for the Saturn in Japan, with titles like Rampo, Psychic Detective and Wan Chai being very successful. Facemask uses a different presentation method, with a point and click interface used on static digitised screens. When you move from place to place, those digitised scenes are strung together into pseudo-animation. Intriguing, but of marginal interest to the Brit Saturn owner.





TWO EDITIONS OF SEGA SATURN MAGAZINE!

You may have noticed that there are two different editions of SEGA SATURN MAGAZINE in the shops this month, one with a covermounted CD, and one without. We decided to do this so that as yet non-Saturn owners wouldn't have to shell out the extra for the covermounted CD, but every Saturn owner would be able to buy the disc. Incidentally, it's unlikely that we'll be covermounting discs every month, as we want to ensure that any we do put together are of the highest quality. Anyone who has sampled the disc this month should agree that it was well worth the extra £3.24 for the four playable games (and the mass of non-playable stuff). expect to see another one of the same high quality in a couple of months.

That's Magic!

Bullfrog's Magic Carpet was a huge hit on the PC, wooing admirers with its excellent graphics and thrilling gameplay. Talk of a conversion to 32-bit console has been knocking about for a long time now and the conversions are actually well under way. The Saturn version looks like being practically identical to the PlayStation version which is also in development at the moment. Magic Carpet on the PC had 50 levels, but on the Saturn version Bullfrog are beefing it up to 75 levels, incorporating more of the exhilarating shoot 'em up gameplay, and polishing up the panoramic desert vistas. As yet a release date is unconfirmed, but those eager to get their hands on this exotic classic shouldn't have to wait too long into the new year. We'll keep you posted.





GUNDAM

Sega's own scrolling shooter based on the huge mobile attack suits is not yet something to get excited about. A variety of space and planetary surface levels were playable and the occasional odd cool thing happened — like a background starship turning into the horizon. Also, the way enemies jump between the fore and background is quite unusual, but there is a lot of work to be done on the graphics before they reach an acceptable standard.



NINKU

The small developer Atlus dares to take on the big boys with their own 3-D beat 'em up, Ninku. This will probably go down better in Japan than here because of its distinctive manga-style graphics (rather like the Dragonball Z series). However, it looked rather sad next the mighty Virtua Fighter 2 and Fighting Vipers arcade machine which were omnipresent.

TOSHIMAEN SHOW REPORT NEWS



WIN!

THE FIRST COPY OF VIRTUA FIGHTER 2 IN THE COUNTRY!

Yes, due to the immense popularity of last month's Virtua Cop competition, we've decided to hold an identical compo with this month's big release, Virtua Fighter 2. However, this month, the rules have changed slightly. Last month, the office fax machine was so tied up with Virtua Cop competition entries that we've decided to put a deadline on entries for JANUARY 1ST. This is still a couple of weeks before VF2 will hit UK shops, and the entry picked out of the bag on the day will be despatched the very first UK copy of VF 2. If you want to enter the compo, send a POSTCARD ONLY to: VF2 COMPO, SEGA SATURN MAGAZINE, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. BY JANUARY 1ST.



MARVEL SUPERHEROES SIGNED UP FOR SATURN!

Even though it's only just appeared in the arcades, the Marvel Superheroes coin-op will be making it's way on to the Saturn in the middle of '96. Although nothing has been confirmed yet, it's been rumoured that Acclaim will be picking up the titles, (which would kind of make sense seeing as they also bought the X-Men: Children of the Atom licence) and will release the game on Saturn before Playstation – in fact it hasn't been confirmed whether this will appear on the Playstation at all.

This is brilliant news for all Saturn owners, as this is a great coin-op and if the recent X-Men conversion is anything to go by, it will be a great conversion too.



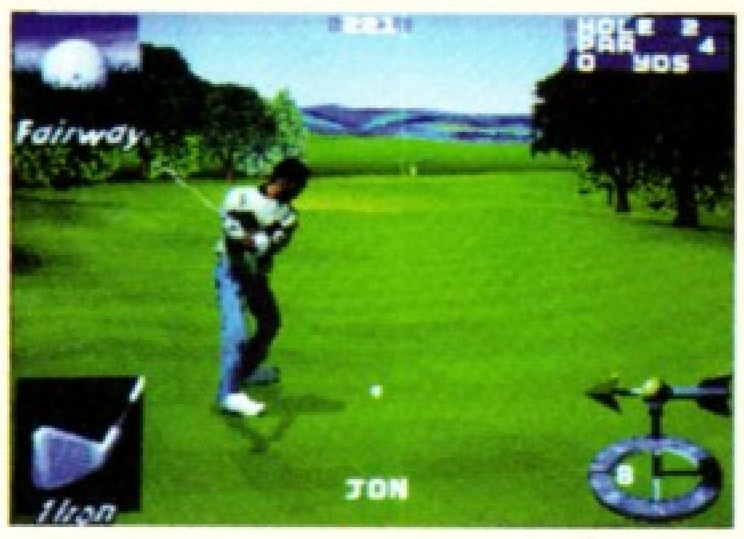


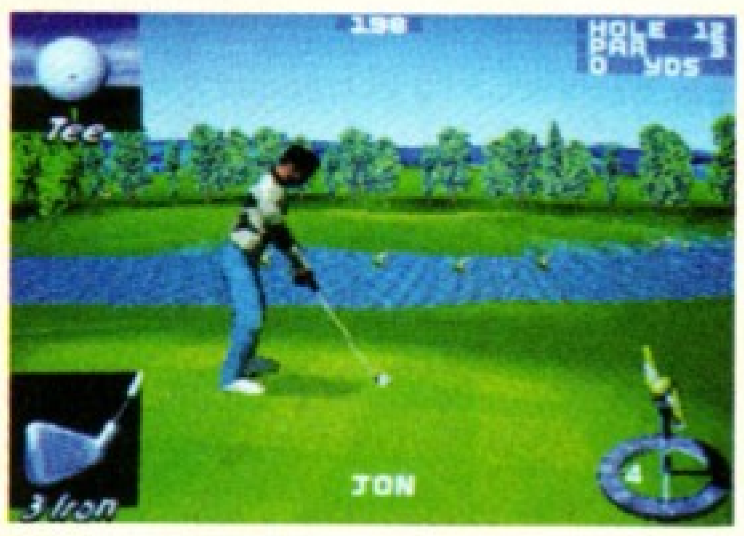


GOLF OOH AYE!

Set to tee off against US Gold's World Cup Golf is a new game from Core. The Scottish Open — Virtual Golf, sees players strolling leisurely across the green as they battle it out in competition and do all of those exciting things that golfers do like putt and chip. The Scottish Open features a 3-D rendition of the Carnoustie course, home of the 1995 Scottish Open championship (ahh, so that's where the title comes from!) Like all golf games, this one involves using a power bar to make a shot, judging by the club you're using and other things like whether there's a breeze or a gale. Accommodating up to four players, The Scottish Open also comes with all of the mod-cons like six different viewing angles, a 'flipmap' which lays the courses out opposite to normal, and all the rendering and scaling a 32 bit machine could ask for.



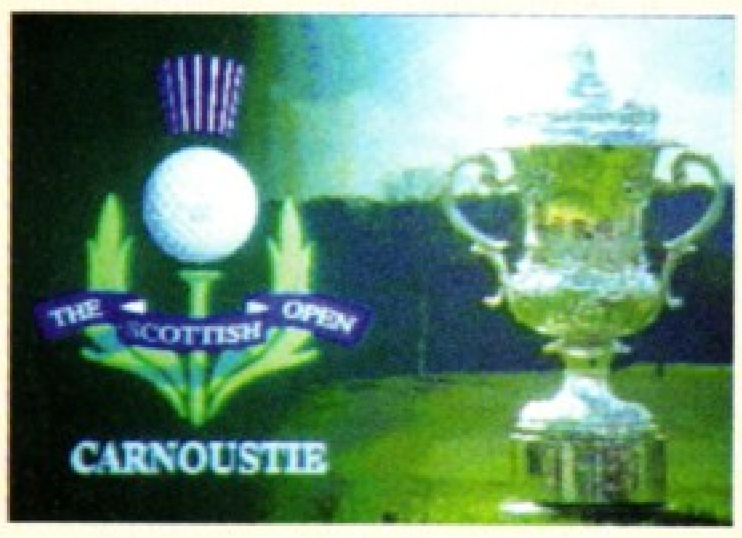


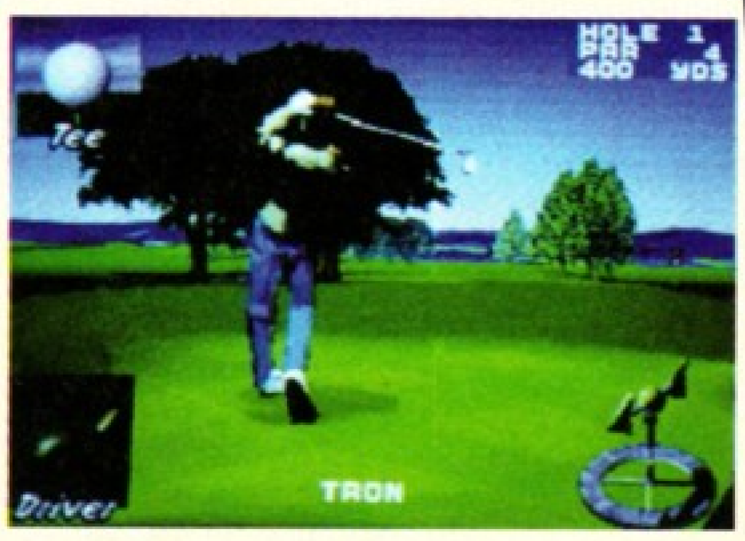


Remember this?



It was due to appear on the 32X...





WIN!

AN EXCLUSIVE ARCADE SEGA RALLY POSTER!

If you've been in an arcade recently, you can't have failed to notice the huge Sega Rally posters that adorn almost every wall. Well, we have ten of 'em to give away, and all you have to do to have a chance of winning one is answer this very simple question:

Q: Which famous AM research team were responsible for the development of Sega Rally?

Send your answers to: SEGA RALLY POSTER, ME ME ME! SEGA SATURN MAGAZINE, EMAP IMAGES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. By Jan 20th please.




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THE MOVIE
Virgin
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entertainment
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SEGA MEGADRIVE
SPOT GOES TO HOLLYWOOD

In Development

Although the Saturn was due for a large amount of pre-Christmas releases, it seems as though many of them have slipped into later months. This is probably down to disc reproduction time as much as anything else, which is why there's quite a lot of almost finished games in this month's section. With any luck, a lot of these may just make it into shops at the last minute, but if not, you should be able to track them down in the early weeks of January.

King of the SPIRITS







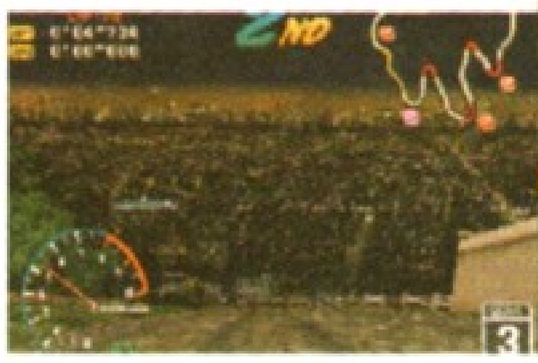
BY ATLUS RELEASE TBA

Driving games seem to be very popular in Japan at the moment, and after the releases of F1 and Rally comes King of the Spirits, developed by Atlus. While this isn't another ground-breaker in terms of graphics or playability, the Japanese seem to be going fairly mad about it, and it has to be said that it's a lot better than some of the games that get released out there.

This can be played in either one or two player mode, there's a choice of three tracks and in two-player mode, you can select either a vertical or horizontal view of the split screen. The shots here are taken from a 100% complete Japanese import version of the game, and although you can choose from two different views, the graphics are nowhere near the standard of Sega Rally, or even Daytona, which is getting on for six months old now. And that probably has something to do with the fact that you'll probably never see it released officially over here – it's unlikely that Sega will sign it up and in the light of certain other driving game releases, its success over here would be quite doubtful. Still, you never know.



Here is your lovely car sir.



Life in the big city!



A bit of reckless driving.







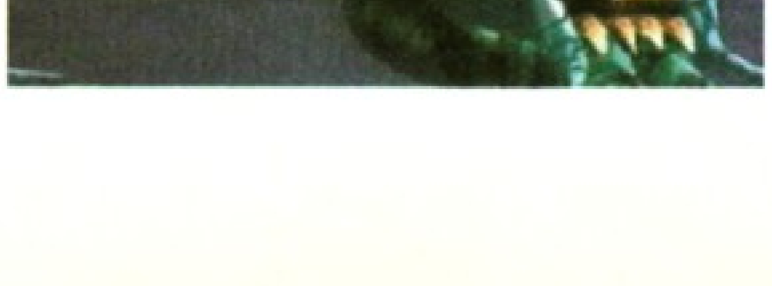
Ghen War

BY JUMPING JACK RELEASE TBA



In space, no one can hear you scream. They might be able to hear you blub a bit, or mumble, or sing the theme to Star Wars, but as far as screaming goes they're as deaf as posts.

This has been "in development" as it were for what seems like absolutely ages. We first heard about it months ago, although little has been heard of the game since then. However, it's practically finished now, and what's more it's not half bad either. Developed by Sega of America, Ghen War is a shoot 'em up extravaganza with one of those FMV 'stories' that separates the levels. The 'story' is every bit as dire as you would imagine, but the game is fairly innovative. Set in outer space, your mission is to destroy the Ghen race – once friends of earthlings – who turned against humans once they found them to be a quite useless species. To destroy all of the aliens, you'll have to explore the distant moon and face the enemy in huge tank-style battles across barren landscapes. This is another one that hasn't been signed up for release in the UK yet, and as the rights belong to Sega, it's unlikely that it will appear over here at all.







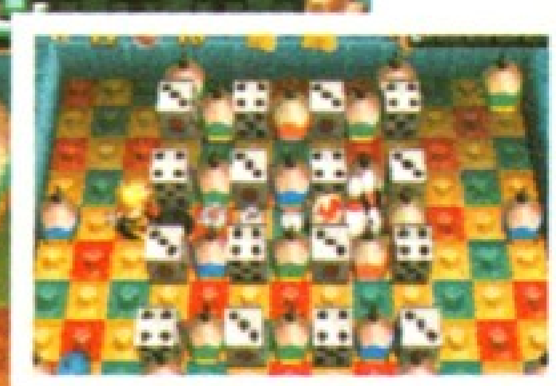
Clockwork Knight Puzzle

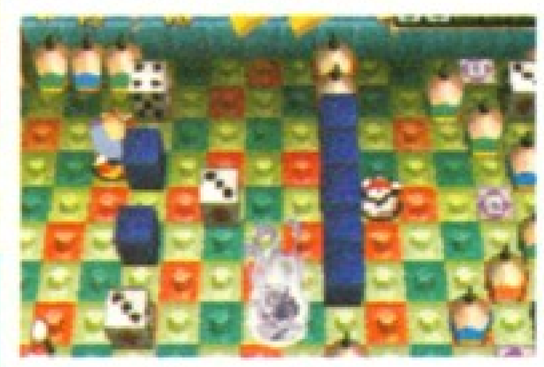
BY SEGA RELEASE TBA

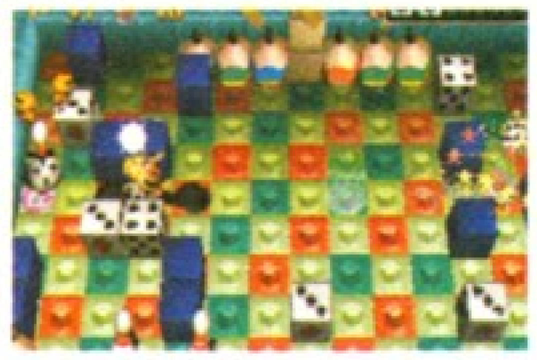
Old Pepperouchau isn't exactly what you'd call popular. His first adventure was slated for being too easy and too short, although he certainly gained some ground in the sequel, which implemented far more innovative graphics and game trickery.

However this time, he's decided to give the platform games a miss and go for something that requires a bit more (or some at least) lateral thinking. Yep, Peps appears in his very own puzzle game. The gameplay is very similar to the Bomberman series of games that appeared on just about every 16 bit console going. And if you've never heard of Bomberman, the basic idea is to make your way around the grid laying traps and blowing up the enemy, until they're either dead, or in this case, you've killed enough of 'em to make it on to the next level. This is a very early version of the title, in fact, the name will probably change, and at the moment you can play with up to four people, although in the finished version this should increase to a twelve player game. A Feb/March release in Japan looks imminent, with the UK release following a couple of months later.











Lots of colourful puzzles await the amiable Pepperouchau full of marvellous items like skittles, pencils, dice and blocks that look like the severed heads of Lego men without the attachable hair.

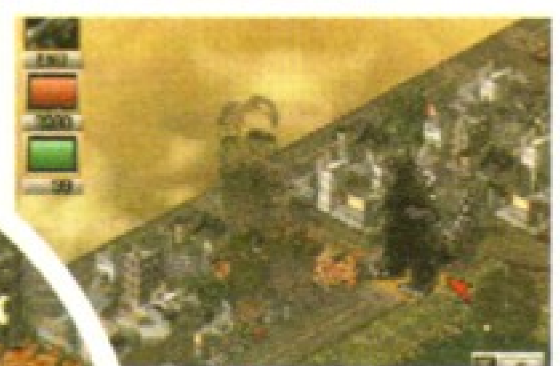
Godzilla

BY UNKNOWN RELEASE TBC



I am the god of hellfire and I bring you...









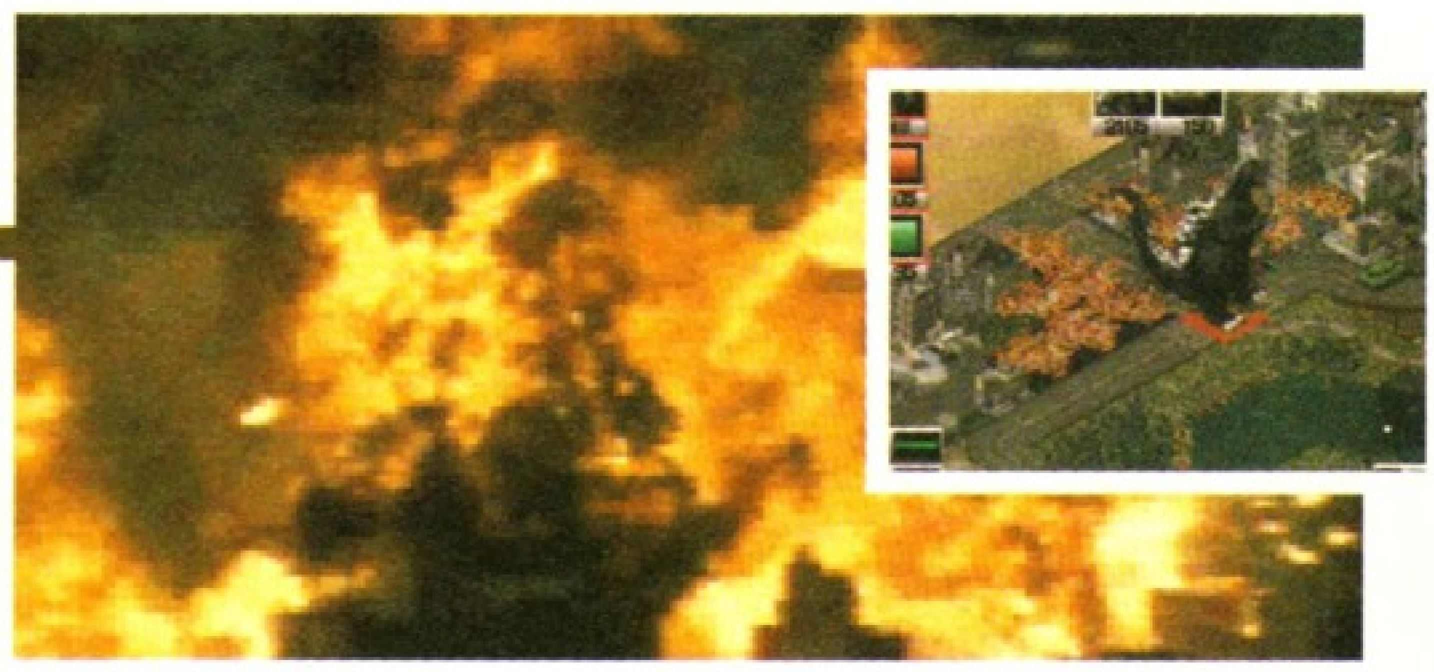






Surely everyone remembers Godzilla from when they were kids: a staggering seventeen films have been released over the years, there's been a massive cartoon series and he's even appeared in a couple of games before (Rampage and King of the Monsters). In fact, Godzilla is becoming really popular once again, which is no doubt the reason behind this Godzilla game. In fact, this is quite bizarre – you don't play *as* Godzilla which would surely be the most fun, instead your aim is to destroy the slimy one. To do this, you have a multitude of tanks, hundreds of planes, thousands of men and as many bombs as you could wish for. Then all that's left is to track down Godzilla who is on the rampage around the city. In fact, he's destroying just about everything that he stumbles across, breathing fire and causing mass hysteria. To prevent him from advancing, you'll have to chuck a million tons of napalm his way, although he'll put up a real fight. The way you play the game is very similar to World Advanced Gaming or the battle parts of a Shining Force game – the action is all set on a grid and you select where tanks and weapons, etc should be placed.

Although the code for this title is as good as finished, it's quite unlikely that the game will appear over here, simply as the theme and gameplay is a bit obscure for the UK market.



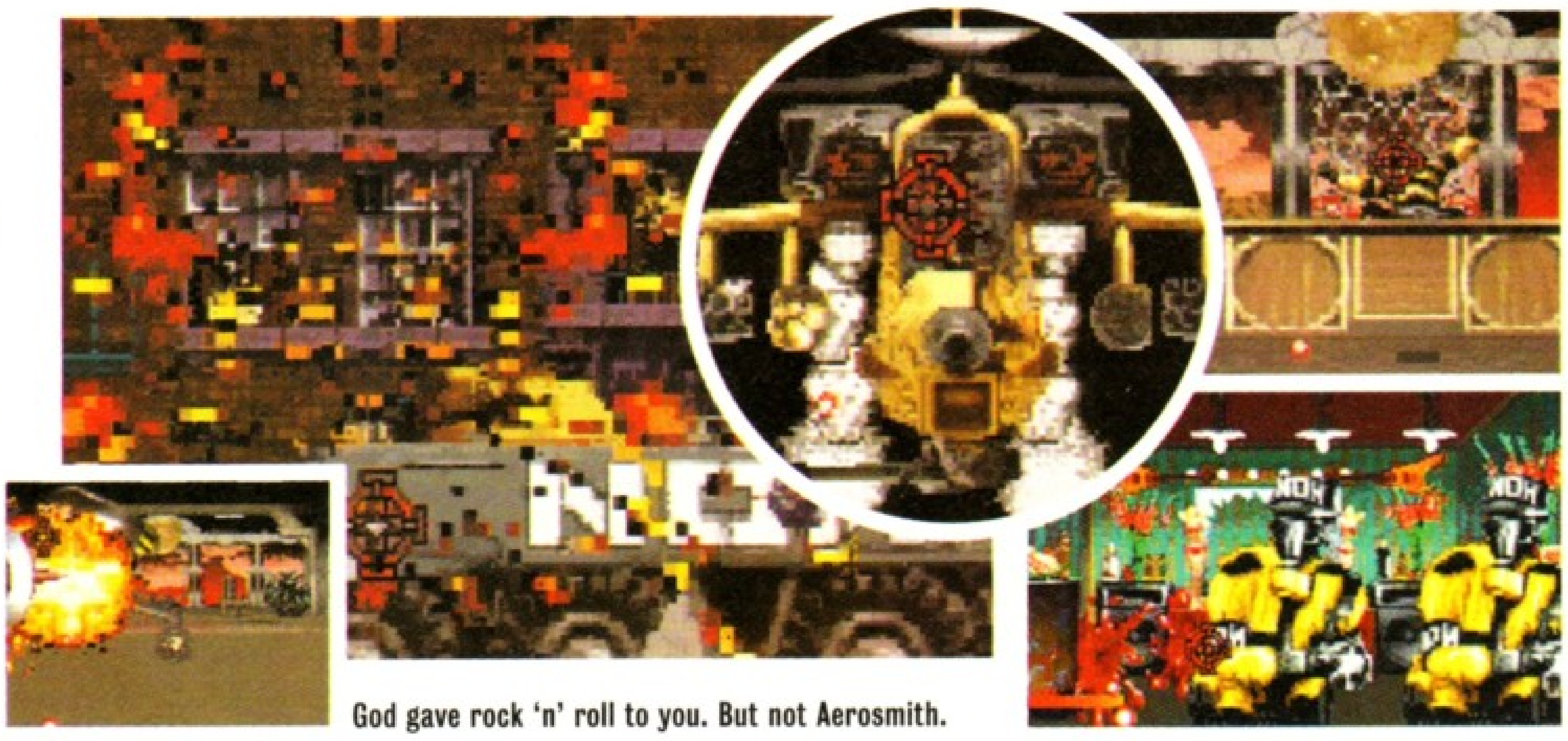
Godzilla wanders about destroying any of the skyscrapers he doesn't like the look of. Your job is to stop him.

Revolution X



BY ACCLAIM RELEASE JANUARY

Yeah! Rock 'n roll man! It's just the best! In its place of course. You know, like on a record or in a rock venue or something. It's never been much cop in games (except for the brilliant Road Rash soundtrack on the 3DO). Simply because no one who's much good ever appears in them. Still Acclaim are hoping to change all this with the advent of... *Aerosmith*. Ported over from the recent arcade game, this shoot 'em up sees the Widow Twankys of rock kidnapped. What are the rock chicks to do? How will the teeny boppers make it through the night without their dulcet tones? Well, they'll make do probably, but you'll still have to attempt to rescue them in this fairly run of the mill shoot 'em up. This was good fun in the arcades mainly because you could use a gun with the game. There won't be a gun available for the Saturn version but with any luck it should be pretty much arcade perfect when it's released in February.



God gave rock 'n' roll to you. But not Aerosmith.

NFL Quarterback club

BY ACCLAIM RELEASE JANUARY



This was released on both the Megadrive and 32X a few months ago, and although it wasn't hyped up very much, it was actually a fairly decent title. The basic idea of the game needs little explaining – it's American football, which means loads of stats screens, loads of options and loads of rules that are difficult to get the hang of. But, then again, footie titles have always been popular on console, so this is bound to do well – at the moment, there isn't a game like it on the Saturn.

This is already looking pretty stylish in the graphics department, and the game itself can be viewed from a number of different perspectives, and of course it has all the depth that we've come to expect from these types of games. Look out for a full review next month.



Casper the friendly ghost

BY INTERPLAY RELEASE DEC/JAN

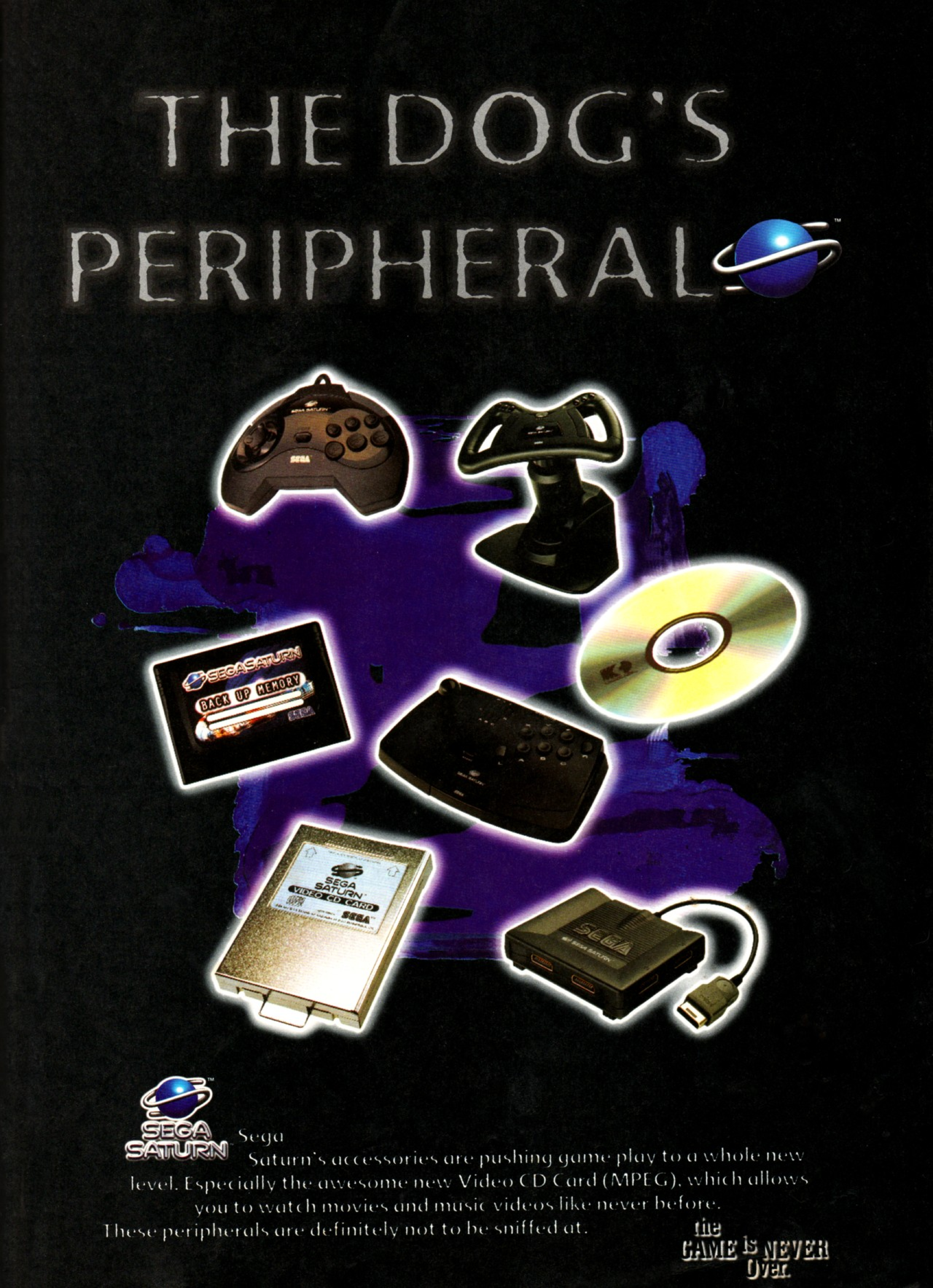
Casper hit the cinemas over six months ago, and proved extremely popular with the 'yoof' market, in this case, the pre-teens. Yep, Casper's cutesy grin was plastered just about everywhere during the summer months and even now you can be guaranteed to see him floating around shopping centres on a Saturday afternoon, printed on one of those helium balloon things. Or trodden in to a soggy puddle if you decided to visit later on in the day.

However, game types have always been quick to snap up any characters they think may have the slightest chance in becoming successful on console format, and as a character, Casper probably has more about him than a lot of previous film-to-game converts. And, obviously hoping to cash in on the Christmas market, Interplay quickly developed a game for the Playstation. As it happens, the Saturn version of Casper is practically identical – the aim being to make the occupants of his house as happy as he possibly can. To do this he'll have to battle through various platform levels and also search the many rooms of his mansion to solve the puzzles put to him.

Interplay were originally hoping for a Christmas release for Casper, but it looks as though it won't be hitting the streets until early '96. More news next month.



He's cute! He's cuddly! He's cool! He's dead!


THE DOG'S
PERIPHERAL
SEGA SATURN
BACK UP MEMORY
SEGA SATURN VIDEO CD CARD
SEGA
SEGA SATURN
Sega Saturn's accessories are pushing game play to a whole new level. Especially the awesome new Video CD Card (MPEG), which allows you to watch movies and music videos like never before.
These peripherals are definitely not to be sniffed at.
the GAME is NEVER Over.

COIN OPERATED

Who'd have thought that those gurus of gaming development, AM3 would be prepared to travel half the world in order to find the perfect material for their next gaming heavyweight? But travel the four corners of the globe they did, and where did they end up? The Isle of Man.

GIVEN THE HUGE EXPENSE ACCOUNT THAT AM3 MUST HAVE EARNED OVER THE YEARS, YOU'D THINK THAT THEY WOULD HAVE AT LEAST GONE TO BALI OR GOA OR SOMEWHERE IN THEIR QUEST FOR GAMING EXCELLENCE – NOT THE ISLE OF MAN .

It's a bit unbelievable isn't it? But then, when you consider what AM3 do best, you have to admit that they're pretty stuck for source material. Virtua Racing was completed years, ago, Sega Rally is already out on the Saturn and Indy 500 was assigned to AM1. So AM3, being totally nutty about driving games have one of two choices: they either make up their own version of events (which doesn't necessarily make for a great game) or they hunt down the cream of real racing championships from the far flung corners of the globe. Which is why they ended up in the Isle of Man. You see, the Isle of Man is home to the Tourist Trophy motorcycle championship.

RACE THROUGH EVERY TERRAIN!

This gruelling championship takes place across 37 and a half miles of public roads encompassing almost every possible racing terrain – town environments, forests, mountains and even a bit by the sea. Yep, it's hard to believe that all this could take place in the Isle of Man, but it does, and what's more, it does it every year!

Anyway, it goes without saying that AM3's new sim is based on this very title, and although it's currently only around 20% finished, Sega of Japan are hoping to have it in Japanese arcades by around Easter.

CHOOSE FROM TWO COURSES!

There's two courses to choose from in Manx TT, Seaside course and TT course. Seaside course is actually designed from scratch by AM3 . And, seeing as it doesn't exist in the real championships, they've been able to build the course exactly how they'd like it. The seaside course is treated as the beginner course and takes you from the seaside up into the mountains. This level isn't too difficult, but it does give you a chance to get used to the handling on the motor bikes.

Naturally, the real challenge here is found in the TT course. This is taken directly from the real championship held on the Isle of Man, and begins in the city, taking you up through forests, countryside, seaside and back into the city. There's also loads of jump points and chances for stunning bike tricks such as stomach-churning wheelies.

The eight player link-up arcade cabinet recently on show at the JAMMA arcade show in Japan. Unlike Sega Rally and Daytona, this has places to wait while queuing up for the game.



YOU LI

A UNIQUE NEW HANDLING SYSTEM!

It's been a while since Sega have designed a motorbike specific game (Cool Riders is best forgotten) so AM3 have also designed a new bike and arcade cabinet. And, they've come up with a pretty unique design. Unlike racing cabinets and arcade bikes of the past, you can actually take your feet off the floor while on the bike, making for a more realistic riding experience (previously it was always easier to keep your feet on the floor. To control the bikes, simply sway left or right, according to the direction you want to head in. There's also the chance to select either automatic or manual gears and the bike is designed to resist against the player (the throttle also has very realistic sound effects), so you'll feel the weight of the bike pulling you back.









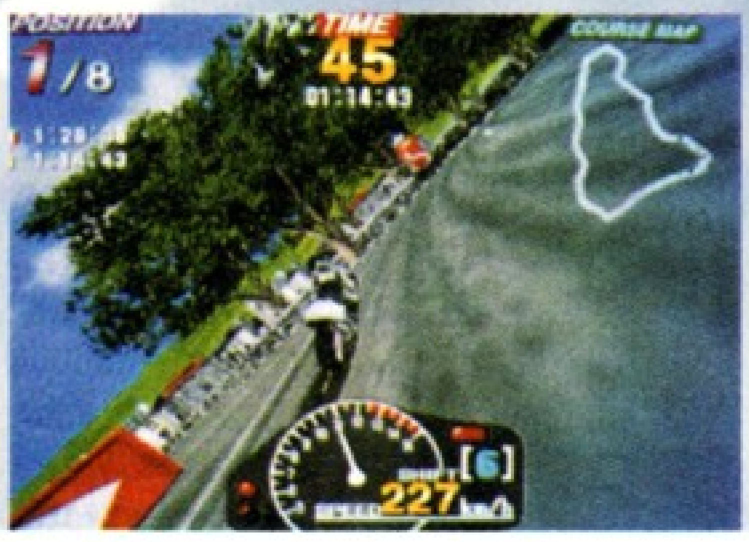






This is a mock-up of what Am3 believe the finished version of Manx TT will look like. The other screenshots are taken from 20% complete versions of the game, so are obviously not as detailed.





TTLE MANX!



And it's only 20% complete! This should be absolutely amazing by the time it's released in Japan (this should be within four months). Two tracks will be on offer in total.

Once AM3 have finished the arcade game, they'll begin work on the Saturn conversion. This should be finished by the end of 1996.



The bike contained within the arcade cabinet feels much more realistic than motorcycle games of the past.



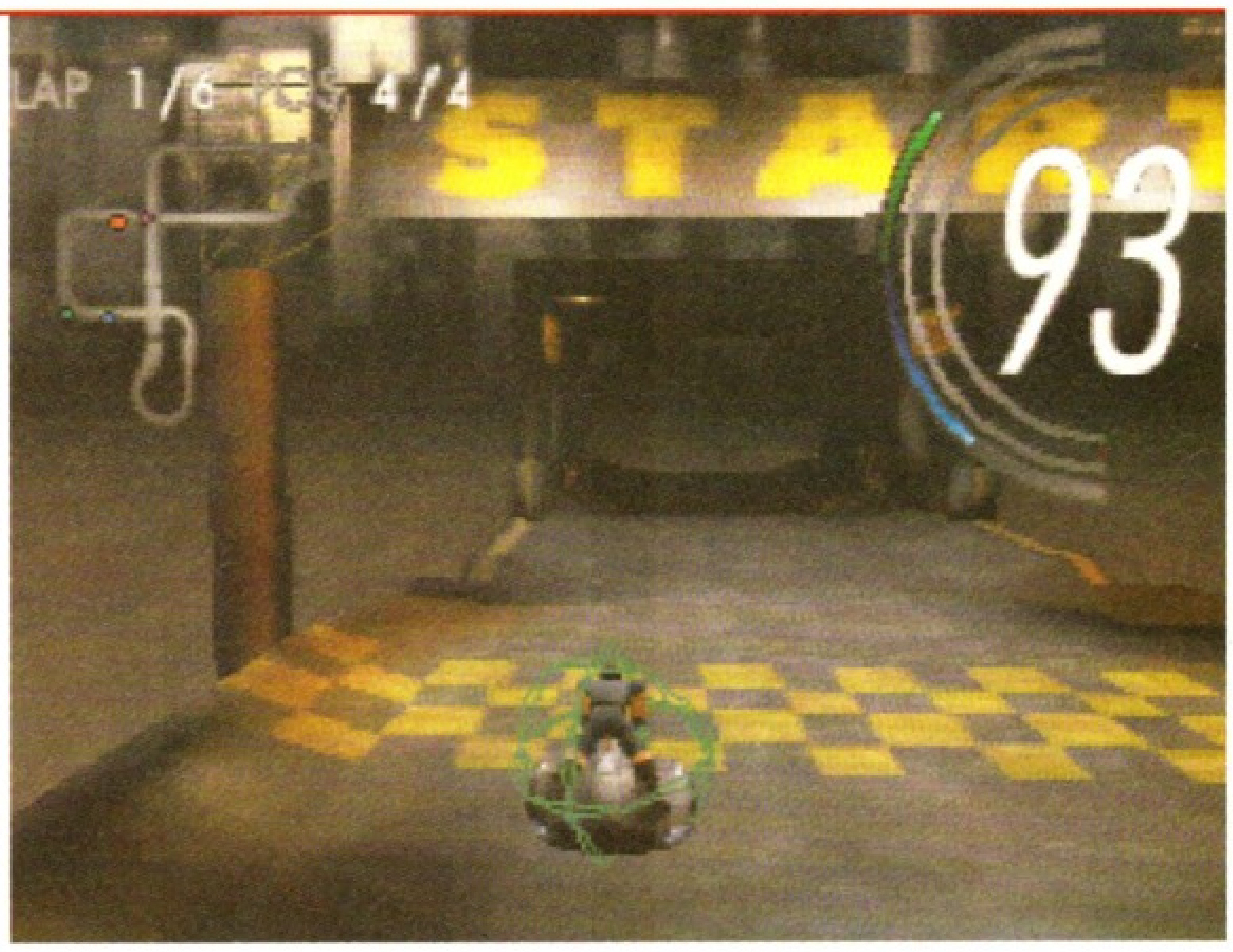
AND THE IMMINENT SATURN CONVERSION...

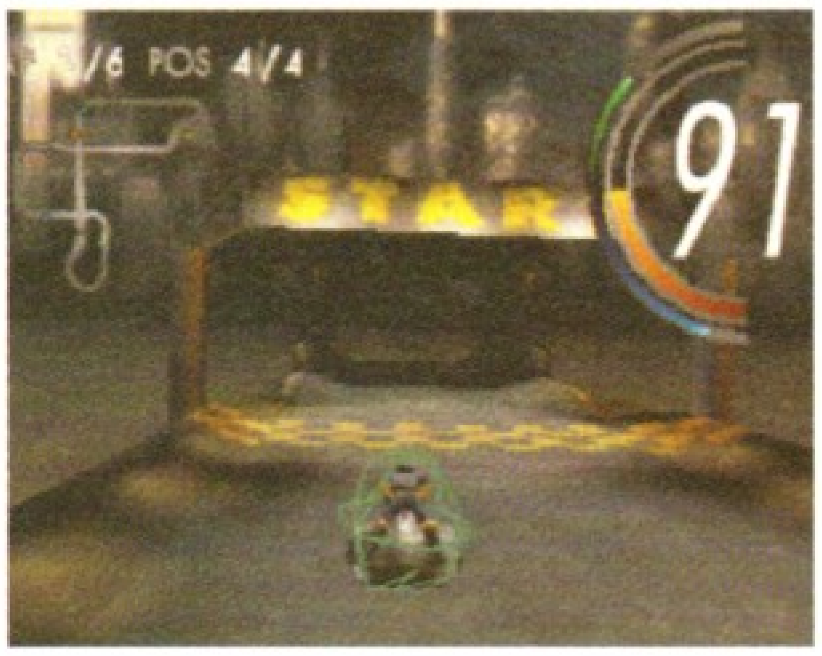
Well, it's all a bit of a mystery at the moment – AM3 are currently busy trying to get the actual arcade game finished (the final eight-player link up game should be released by April). However, as soon as its completed, they'll be starting work on the Saturn version, which will hopefully be available by the end of this year. And of course, we'll be bringing you monthly updates of its progress until then.

BY	SCAVENGER
STYLE	3D RACING
RELEASE	TBA



Rolling, rolling, rolling. Keep that strange bike with odd spherical green beams rolling! Rawhide!







You like bikes? You like green beams circling bikes? Scavenger's Scorcher could be the one for you!

Scorcher

Scavenger produce a graphical tour de force!

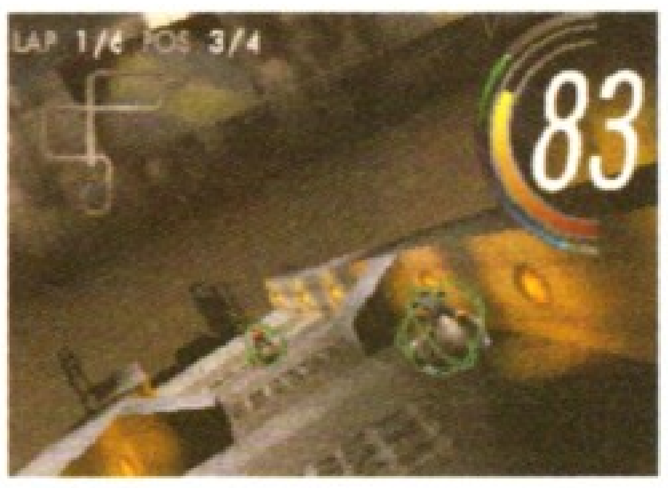
Have you seen WipeOut on the PlayStation? Pretty good isn't it? Well, any one thinking that the Saturn is totally out-classed by the 3D power of Sony's machine ought to consider two facts: a) WipeOut is coming out on the Saturn, and b) Scavenger's Scorcher is shaping up to be graphically even more impressive!

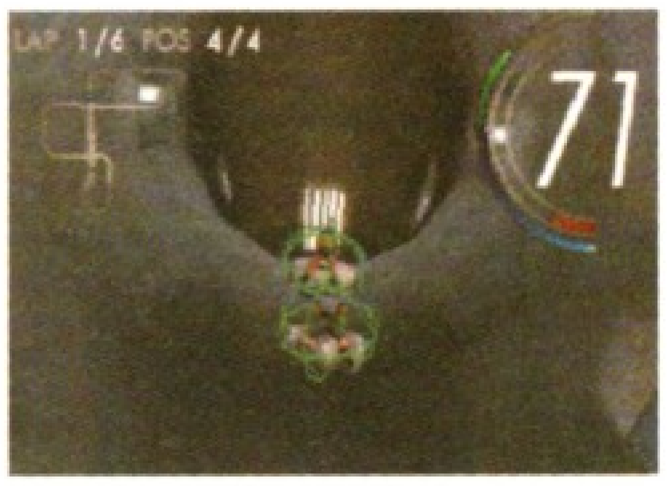
Coded by Danish programming legends Zyrinx (responsible for the critically acclaimed Red Zone and Sub-Terrania on Megadrive), Scorcher shows the true 3D power of the Saturn. Yes, Sega Rally looks absolutely incredible, but at least visually, Scorcher is even more impressive.

For starters, the game is running at a higher resolution, meaning more colours (up to 32,768 on-screen at once) and a better definition. Scavenger themselves are extremely confident about the technology behind Scorcher, saying that it is processing more polygons with full light-sourcing than any PlayStation title. If you find this difficult to believe, you really need to see the game in action - Scorcher runs at an extremely smooth 30 frames a second. Despite the heavier tasks the Saturn's graphics chips are handling, Scorcher remains as fast and as smooth as Sega Rally.

AS AN EXAMPLE OF WHAT THE SATURN IS CAPABLE OF, THERE'S LITTLE TO CHALLENGE SCORCHER'S TECHNICAL ACCOMPLISHMENTS.

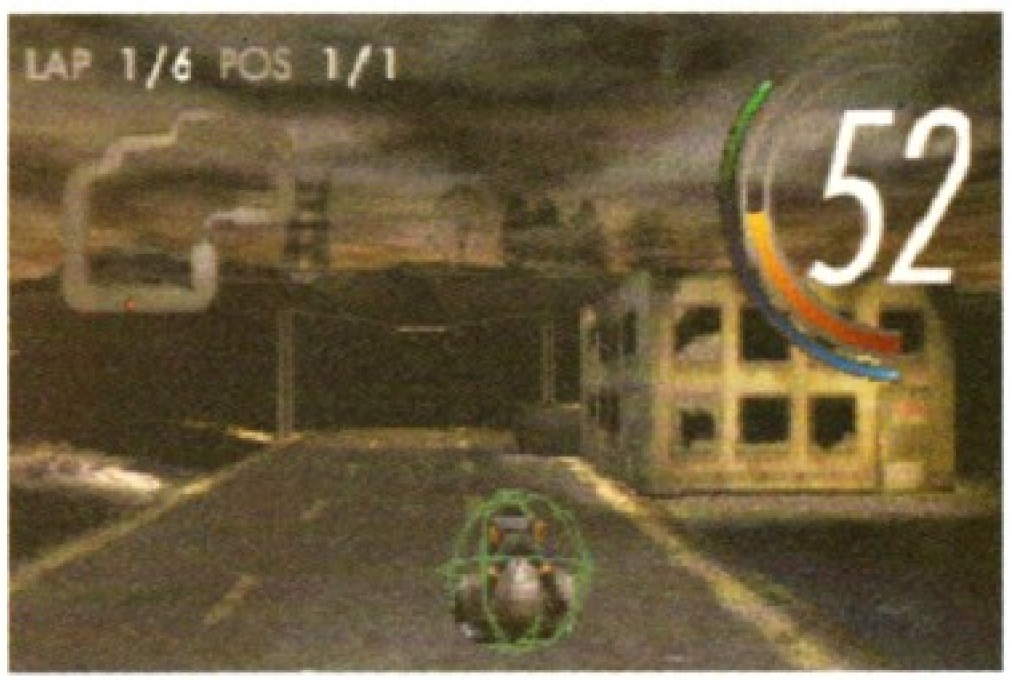






From the early demo we have seen, the game is shaping up well. The first level (which we have shown pictures of before) now appears to be complete and looks great - but the second stage, set on city streets, is graphically even more superior! As an example of what the Saturn is capable of, there's little to challenge Scorcher's technical accomplishments (apart from maybe Virtua Fighter 2). It's difficult to judge the gameplay at this early stage, because it is clear that very little of the game is actually in place in these technology demos.

But one thing is clear. If the gameplay matches up to the stunning visuals, there's little to stop Scorcher from being one of the most incredible games on the machine and establishing itself as a standard by which others will be judged. Zyrinx have a habit of producing some absolutely stunning software, so hopes are high here at SEGA SATURN MAGAZINE that the team will deliver.









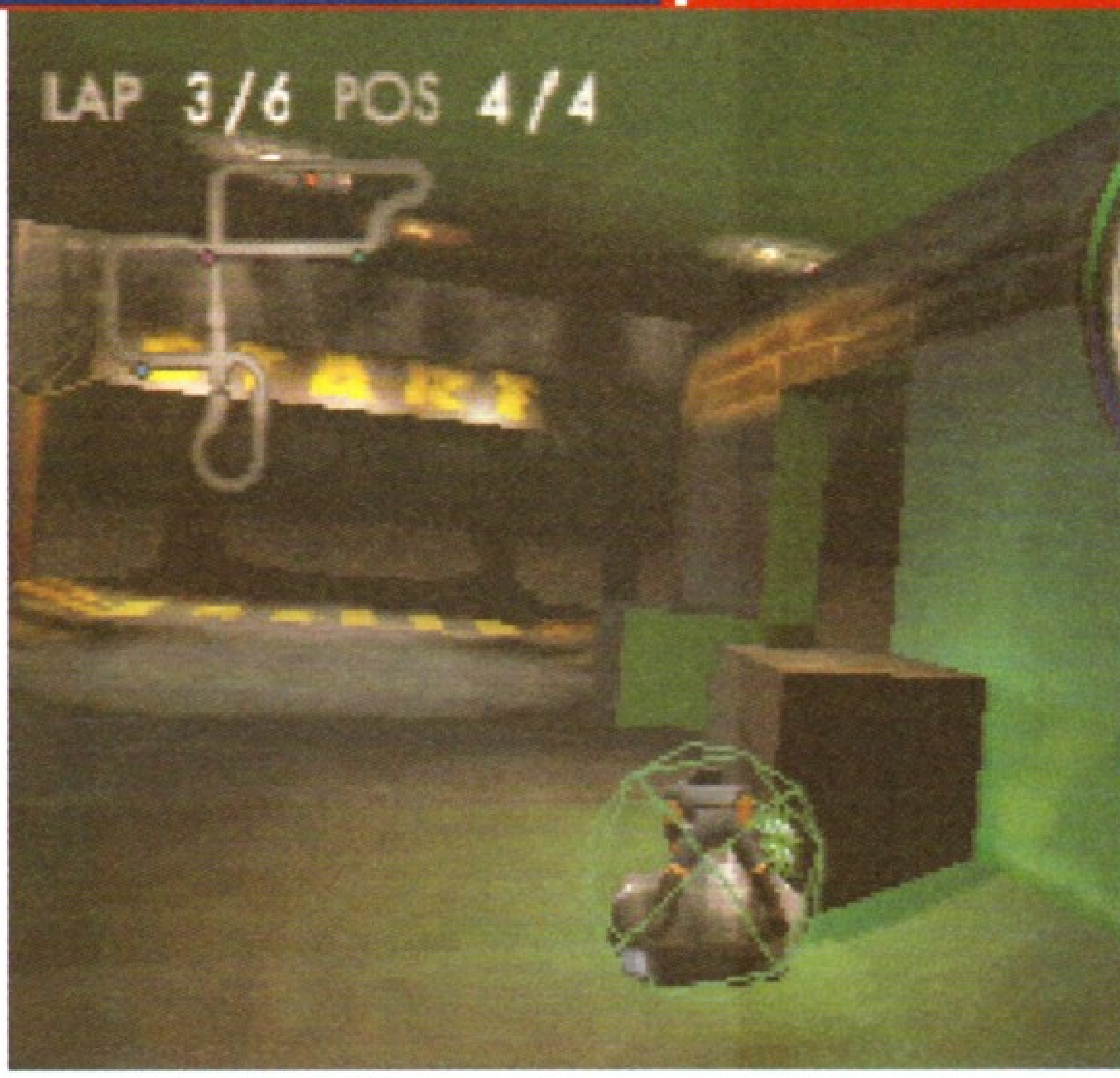
The detail of the graphics in Scorcher is truly stunning whether it's the dank tunnels, the seedily lit streets or even an electricity pylon!





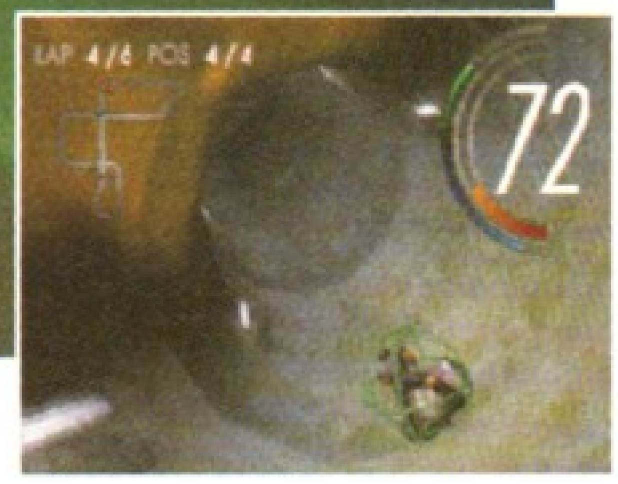
The clock on the right is the time limit allowed to complete the six laps of the course. Fall down a hole or end up off the course and you have to repeat the lap you're on.











You want unbelievable light sourcing? Then you've got it with Scorcher. The range and number of colours used means that what you see above is a regular feature through the game.









The great thing about Scorcher is that you can do lots of crazy things like ride up walls and even loop all the way over if you're travelling down a tunnel. This all takes place in environments that move smoother than Barry White in silk pants!



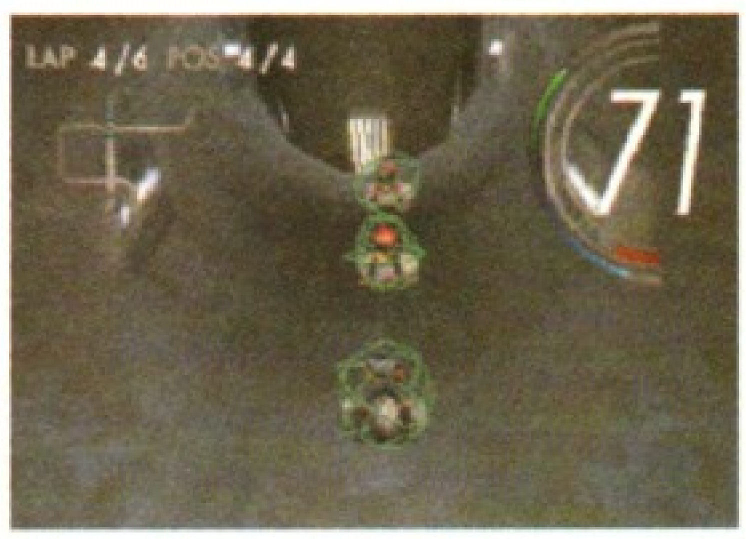






The second level (right) is an archetypal urban wasteland. Among its characteristics are a grimly fumed skyline, the distant presence of diseased factories and the odd locomotive here and there. Thoroughly depressing all round really!





BY	SCAVENGER
STYLE	SHOOT'EM UP
RELEASE	TBA





Amok

Scavenger create the vehicle of the future!

Scavenger's Amok sees the player climb inside a vehicle that takes them through a startling range of environments. Strap in and prepare for a very special shoot 'em up.

Last year, SEGA MAGAZINE revealed the first work by programming superteam Scavenger. Their programming skills had resulted in a range of completely stunning Megadrive 32X demonstrations, which showed off the true power of the machine. Unfortunately, the fate of the 32X ensured that all development plans for games on the 32X were put on hold. For ever, that is.

However, the 32X technology demos didn't die; instead, the programming teams concerned took their code over to the Sega Saturn. Amok is the product of Lemon - a hitherto unknown group of coders who are set to make their mark on the Sega scene with Amok - an incredible new shooting game.

The player takes control of a multi-purpose attack craft, at home on both the ground and in the air. Packed with a range of weaponry, including laser cannons, bombs and guided missiles, the craft is able to glide underwater thanks to some propellers and sprouts legs on-ground making it a truly versatile craft.

AMOK IS THE PRODUCT OF LEMON - A HITHERTO UNKNOWN GROUP OF CODERS WHO ARE SET TO MAKE A MARK ON THE SEGA SCENE WITH AMOK - AN INCREDIBLE NEW SHOOTING GAME.

The demo we received from Scavenger shows only the first level, which is based underwater. Here, some excellent graphical effects can be witnessed, including the trademark Scavenger lens flare and awesome 3D landscapes, generated by the Saturn's VDP2 chip. Also promised for the finished version is an accomplished split-screen two-player mode, which packs in twice as much action but seems to run at the same speed as the solo mode.

Sega are certainly impressed by the work of the Scavenger teams. They have shown this demo (along with Scorcher) to all the major American development houses along with Virtua Cop, Sega Rally and Virtua Fighter 2 as an example of the true prowess of the Saturn. Rest assured that SEGA SATURN MAGAZINE will continue to follow the development cycle of these potentially stunning games.



When underwater, this versatile little vehicle sprouts a couple of propellers. The main threat comes in the shape of sharks and a few iron lunged divers.




At the beginning of each stage the player is given their primary and secondary mission targets. Ignore them and shoot everything!





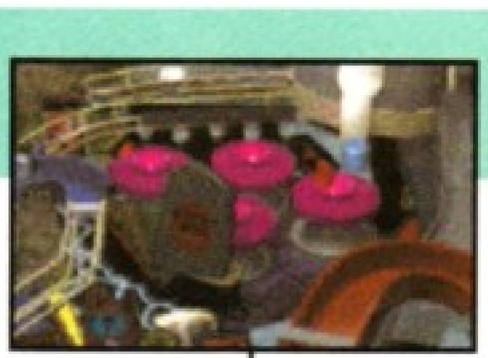
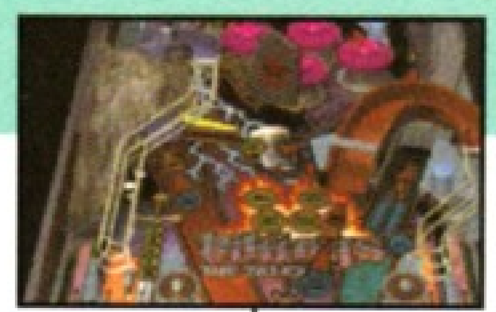


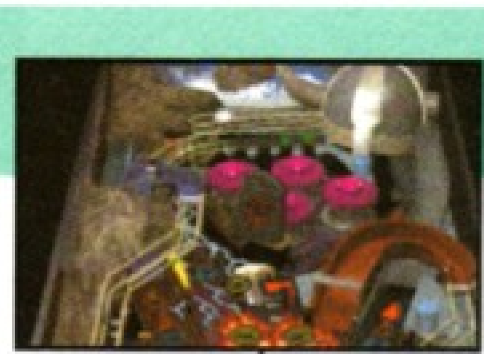
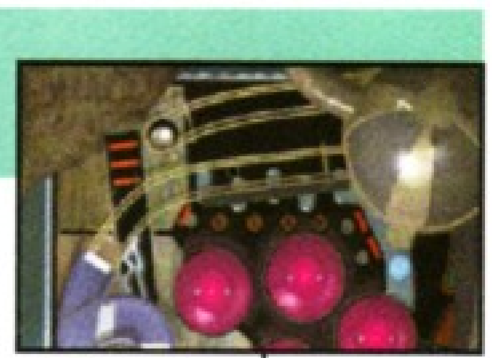




BY	OCEAN
STYLE	PINBALL SIM
RELEASE	TBA

With Tilt's imminent arrival in time for the Christmas market, Ocean have produced a rival in the shape of True Pinball. It's fast, hectic and features a variety of 2D and 3D perspectives. Prepare to flip out!

It could be argued that pinball sims are a dull and pointless waste of programmers time and players money. In some cases this proves all too true. With Tilt however, the effort has been made to utilise some of the more fantastic qualities of a 32 bit machine and True Pinball follows hotly in its footsteps.

Like Tilt, True Pinball features a choice of viewing angles, be it the 2D overhead view or the more graphically impressive 3D angle. There are four tables to choose from in all. The Babewatch table features Mr. Muscle on a surfboard with a couple of babes on his arm, the Extreme table involves various high adrenalin junkies, the Law n' Justice table is a cops 'n' robbers affair, and the Viking table has a fitting Norseman quality to it. How the Viking theme managed to make its way into True Pinball seems positively baffling until you realise that the programmers all proudly sport Scandinavian names and are probably all worshippers of Odin or something. Of course, Vikings or no Vikings, it's still pinball at the end of the day and the differences between the four tables are essentially cosmetic.

HOW THE VIKING THEME MANAGED TO MAKE ITS WAY INTO TRUE PINBALL SEEMS POSITIVELY BAFFLING...

All of the familiar pinball tricks are in there. You can rock the table from side to side to free a stuck ball or alter its descent, there are bonus points galore to gather from meandering passageways, and naturally, there are all the flashing lights and sound effects that the real thing gives you.

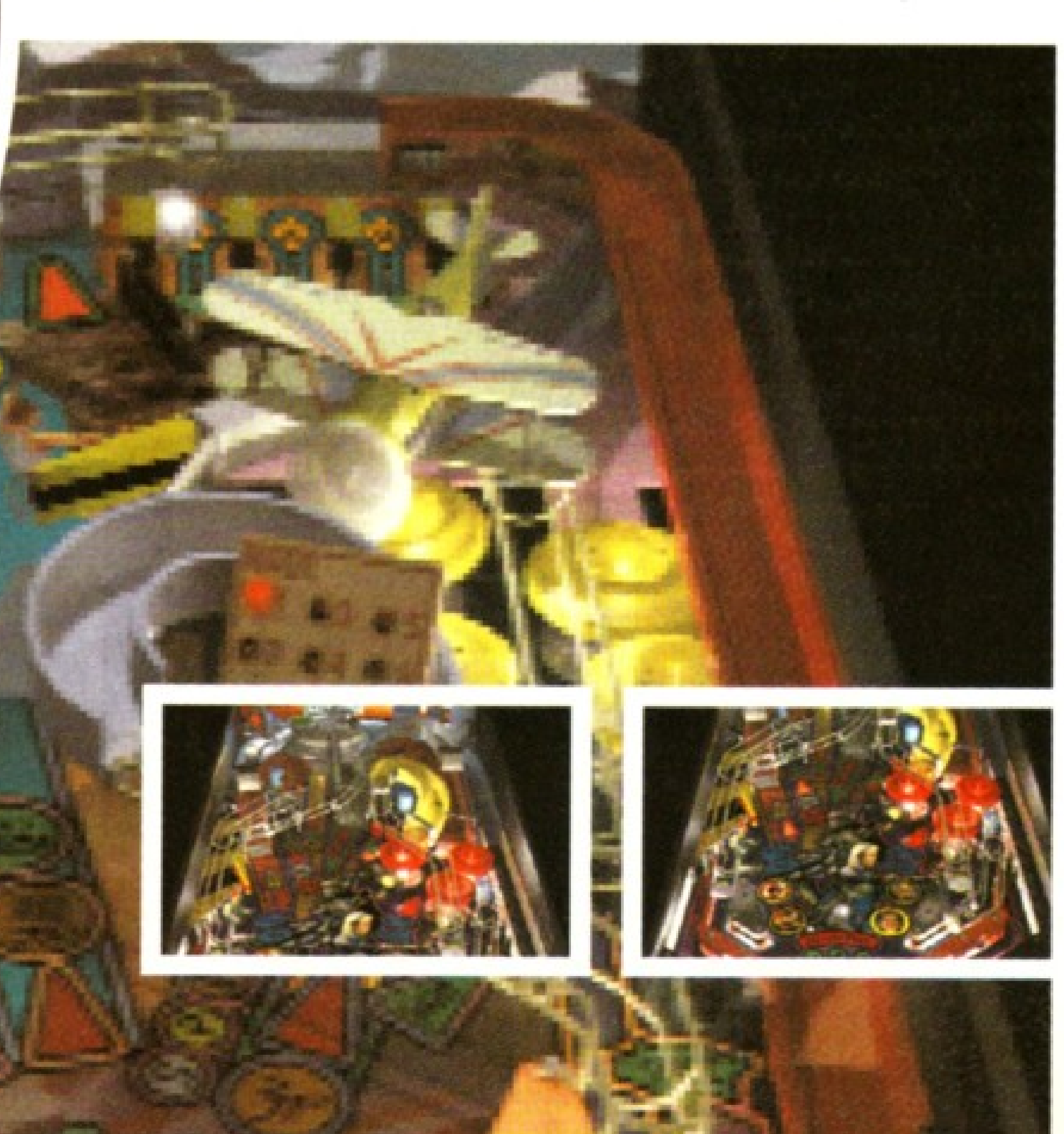
To really pile on the points there are special modes to complete on each table. On the Law n' Justice table for example, when you find yourself in 'Prison Break Mode' you have to shoot the mushroom bumpers or targets to collect prisoners. Once you've rounded up 25 of them you earn yourself a 'Super Jackpot'. When all eight modes or 'missions' have been successfully completed, there's the chance to move on to the 'Final Arrest' where mega points are on offer.

There's still a few glitches in the game at the moment but most of it is complete and is looking fine and dandy. Expect to see a review very soon.






If your ball ends up in the casino there's a chance to gamble with the points on the roulette table. Ten thousand on red baby!









If you manage to light all the letters in the word 'extreme' extra bonus points become available. Also, do you notice the skull on the left? If you hit that right you can earn a million!



True Pinball

Deeply flippy fun from Digital Illusions!



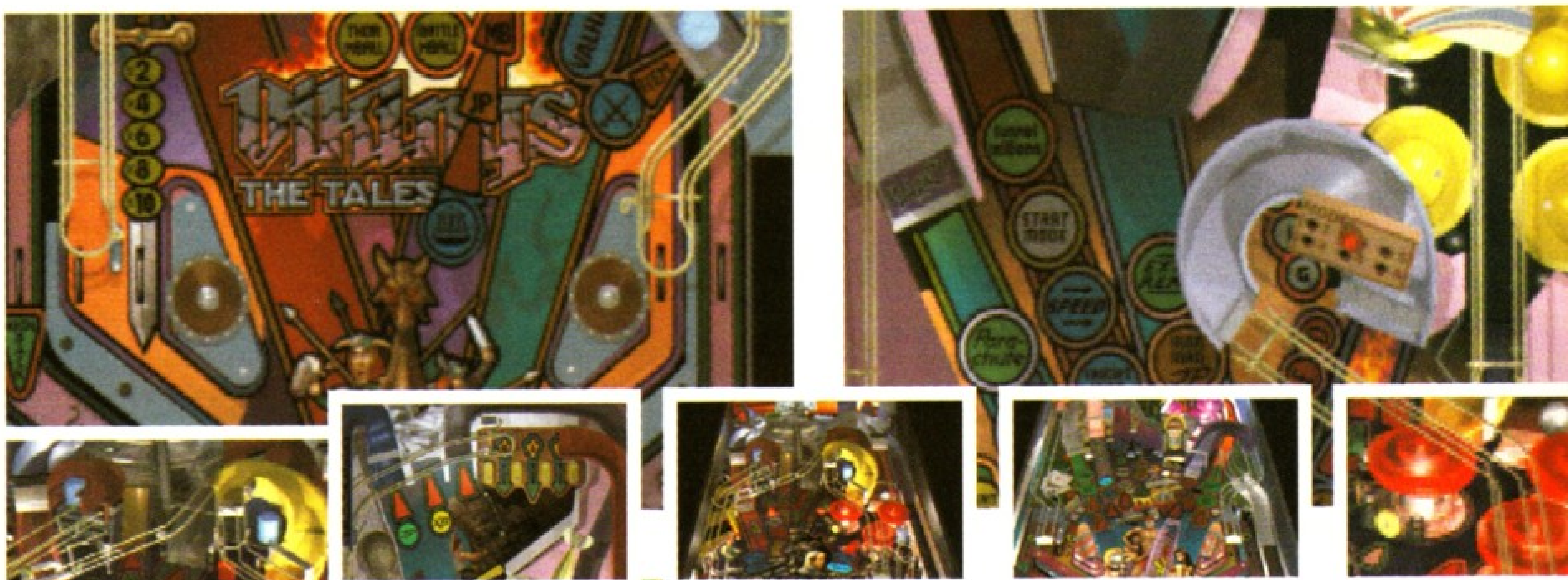


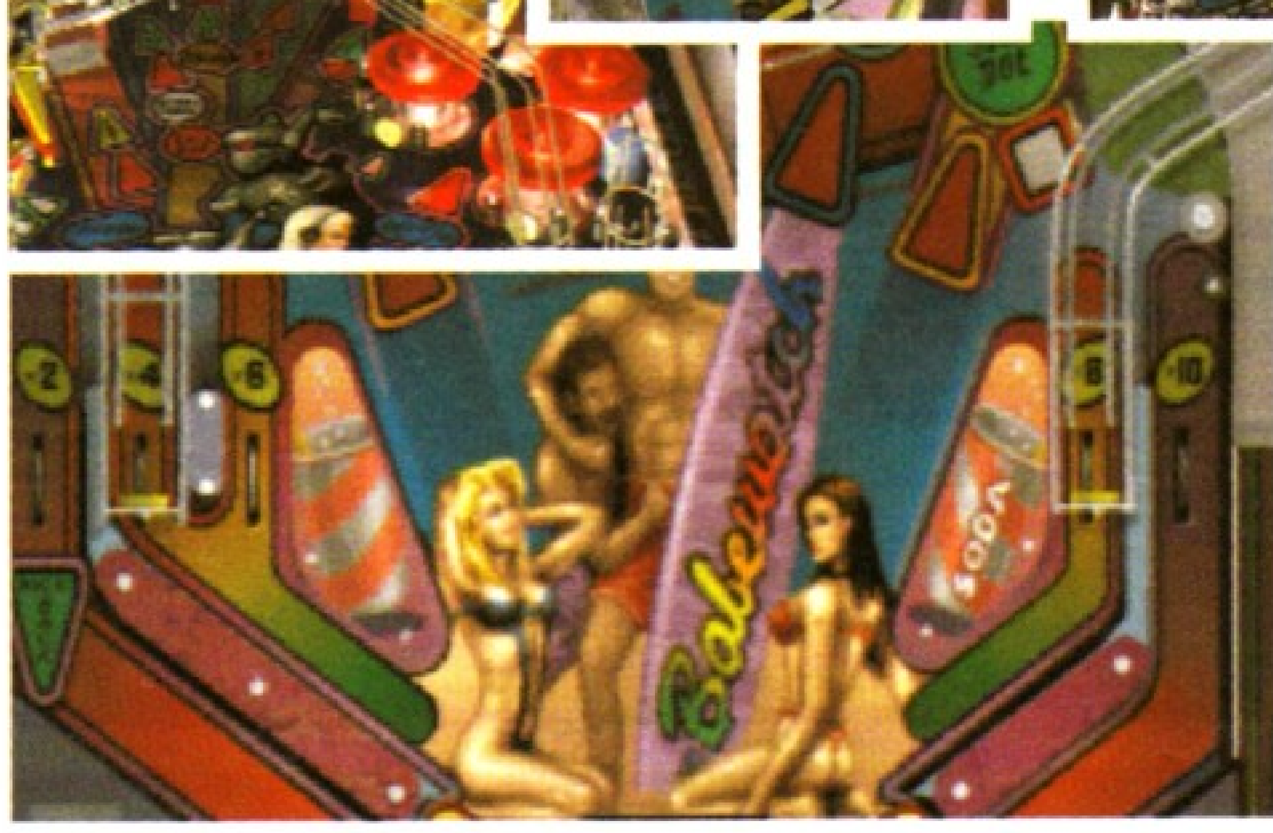


Here we see the three ways to view the pinball table. The overhead view gives you the perspective of miraculously floating right over the top of the table. The drawback is that, because you only see part of the table at any time your reactions need to be a bit sharper. There doesn't seem to be any real difference between 3D and 3D high res to me. If you can spot it send your entries to...



That's the problem with pinball screen shots, they don't exactly vary a great deal...





I was rather disappointed that the Babewatch table didn't feature and tunes from that smooth rocker, David Hasslehoff.



...but can you notice that the red light has gone out? Eh? It made my day I tell ya.





BY	SEGA
STYLE	PUZZLE
RELEASE	TBA

Sometimes, the best games are the most simple ones. Yep, even in these days of new Saturn operating systems and fancy graphics libraries, it's nice to know that you can still get your gaming kicks with a few simple presses of the joypad.







In story mode, you'll begin competing against fairly easy opponents, although they'll get harder with each level you complete. They all have special taunts too, but they're in Japanese. Which makes things quite difficult.

Actually, although the theory behind Baku Baku is very simple, playing the game to any great degree may induce stress of manic proportions. You see, it's one of those lateral-thinking type puzzles where you're confined to a very small space and expected to outwit your opponent. Like a lot of things in life. Previous Megadrive owners may recognise it as a Mean Bean machine clone, but in reality, it's actually quite different. Although the main game does revolve around matching up sets of fruits, it does have a novel twist. As soon as a fruit is matched with its owner, the animal, be it a panda, rabbit, dog or monkey, promptly grows in size and chomps their way through all linked up foods. Each of the blocks that the animal eats then falls on to your opponent's playing area. The great thing about this title is that you can unleash absolute havoc on to your enemy by strategically lining up strings of fruits then setting off a chain reaction of frenzied feeding, and indeed, frenzied showering of fruits on to the other side.

ANIMALS AND THEIR PREFERRED FOOD GROUPS ARE THE ORDER OF THE DAY HERE, AND YOU'LL HAVE TO MATCH UP ANIMALS WITH THEIR RESPECTIVE CHOICE OF FOOD.



And that's about all there is to explain really. But what's really novel about this title is that it was created by none other than AM3. You know, the ones that developed the gaming beast that is Sega Rally.

Now, whatever possessed them to turn their hand to this sort of title is beyond us. Maybe they did it on their day off or something. But, even though it's a really simple concept, AM3 have managed to add some novel elements to what is essentially, a variation on the ancient Tetris game. Plus, this title was also developed on the Titan board, which means that it was also developed as an arcade game. It's unlikely that you'll see it in the arcades over here, as it's a bit of an obscure concept for most arcade game buyers to be interested in (plus it doesn't have the immediate satisfaction of something such as Rally or Virtua Cop), but after you've had even one play on the game, you'll find yourself unable to put it down. You can either play it in one player mode against the computer (as either a 'story', ploughing through progressively harder opponents or a one-off game) or you can play against another person, which is without a doubt, the best way to play. The chomping animals make it a much more endearing game than previous cuties such as Hebereke, who, let's face it, doesn't exactly do much apart from stand there, swell up, and pop all over everyone.

There's still no official word as to whether Baku will be released over here, although it was released in Japan over a month ago. However, development honchos at Sega have hopefully realised that if it was released in the UK, Baku would be a hit – just as Mean Bean Machine was on the Megadrive. After all, you can't just have technologically ground-breaking games and naff all else can you – and we can guess that Baku will be played long after the Daytonas of this world are banished to a darkened cupboard.



















Baku Baku Animal



AM3 Develop ground-breaking puzzle title for arcade and Saturn!

Baku Baku has already surfaced in Japan as a coin-op and amazingly enough, was developed by AM3. I guess it made a nice change from all those cutting edge driving games. Maybe they got bored.

If you box an animal in with none of its proffered food around it, it will start to get a bit agitated, probably because it's really hungry. The rabbit will even cry if you don't feed it, which makes you feel a bit like a surrogate father or something.



Sega haven't confirmed whether they'll release Baku Baku in the UK, but we think it's brilliant, even it is a really simple concept. In fact, it's hard to believe that AM3 developed this title, seeing as they're used to more grandiose titles such as Sega Rally, but as far as puzzle games go, it's brilliant!





The game concept is really simple, but it makes a change from the usual Tetris clones. Simply match up the animal with its obvious food choice, and watch him chomp its way through it. Just like the Panda above.





BY	INTERPLAY
STYLE	£TBA
RELEASE	STYLE ADVENTURE

This is the sort of thing we want to see. Sprawling big games that take advantage of the new capabilities of the Saturn. Games with cyber-cycles, lasers and death. But what's it all about, Alfie?

CYBERIA

Blimey, who'd want to live in the future, eh? Nothing but trouble, future societies. Full of mad cybernetic corporate dictators plotting to take over the world using strange computer viruses planted in the heads of young children. And then you always have to get some renegade hacker or green-haired teenager on a motorbike to smite them. You can imagine what the news must be like every night – "Today yet another shadowy businessman was blown up in his secret fortress whilst wearing robotic battle armour as one lone gun hero saved us all from oblivion and food paste and mind-control harnesses. And finally, a skateboarding duck in Hyde Park...".

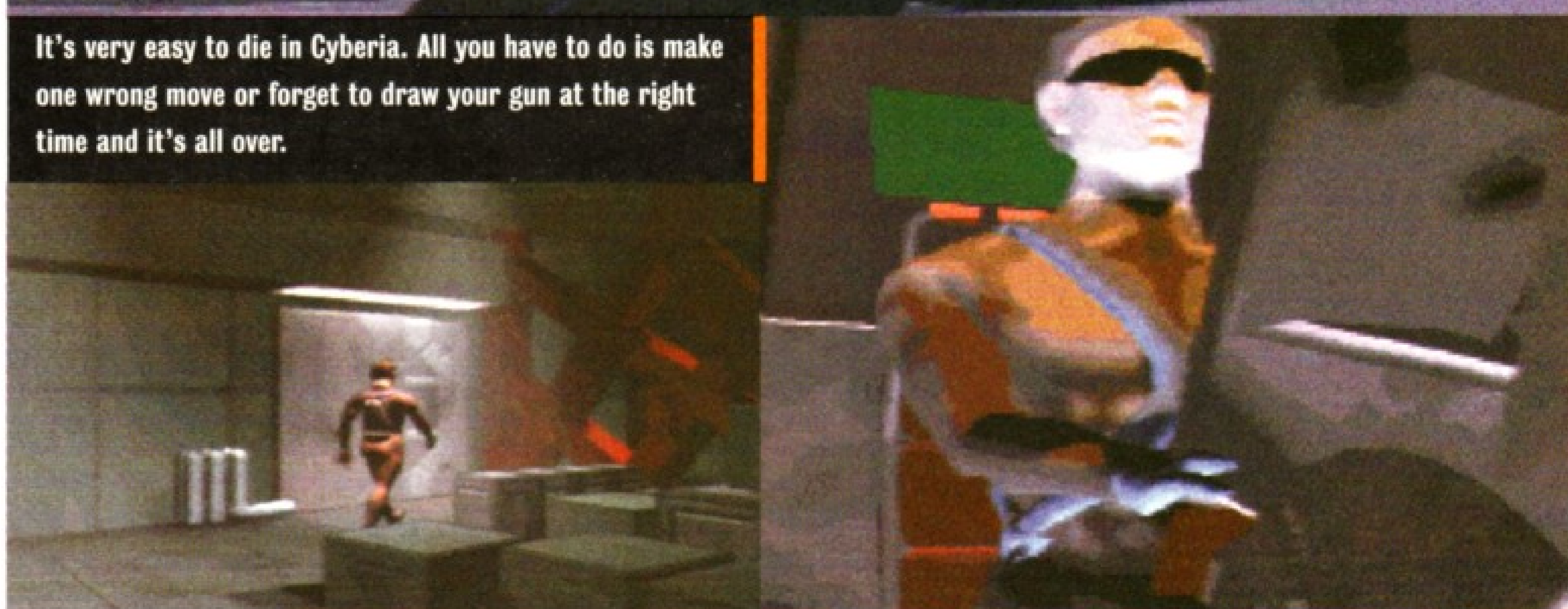
Cyberia is another story of dodgy future ethics which puts the fate of the world in the hands of you, the games player. Well not really, it's a cyber-pretend world of the future, otherwise we'd all be in trouble. But the point is there's a plot to uncover, and it's going to take more than nimble fingers to do it. Although it's going to take nimble fingers, too.

Cyberia first appeared on the PC this summer, and its origins show clearly. It's one of those graphic adventure things which is half RPG, half shoot 'em up where you guide a lovely rendered character through a number of scrapes, shooting things and solving puzzles, conversing with other characters and occasionally sitting back to watch a plot interlude which explains what's going on around you. It was pretty good. In fact, it always seemed like more of a console title, but back then consoles just weren't powerful enough to run anything above Snatcher standard. Well imagine a future cyber-Snatcher with a 3D cast and blasting scenes segued into the main legging-it-about gameplay and you're about there with Cyberia.

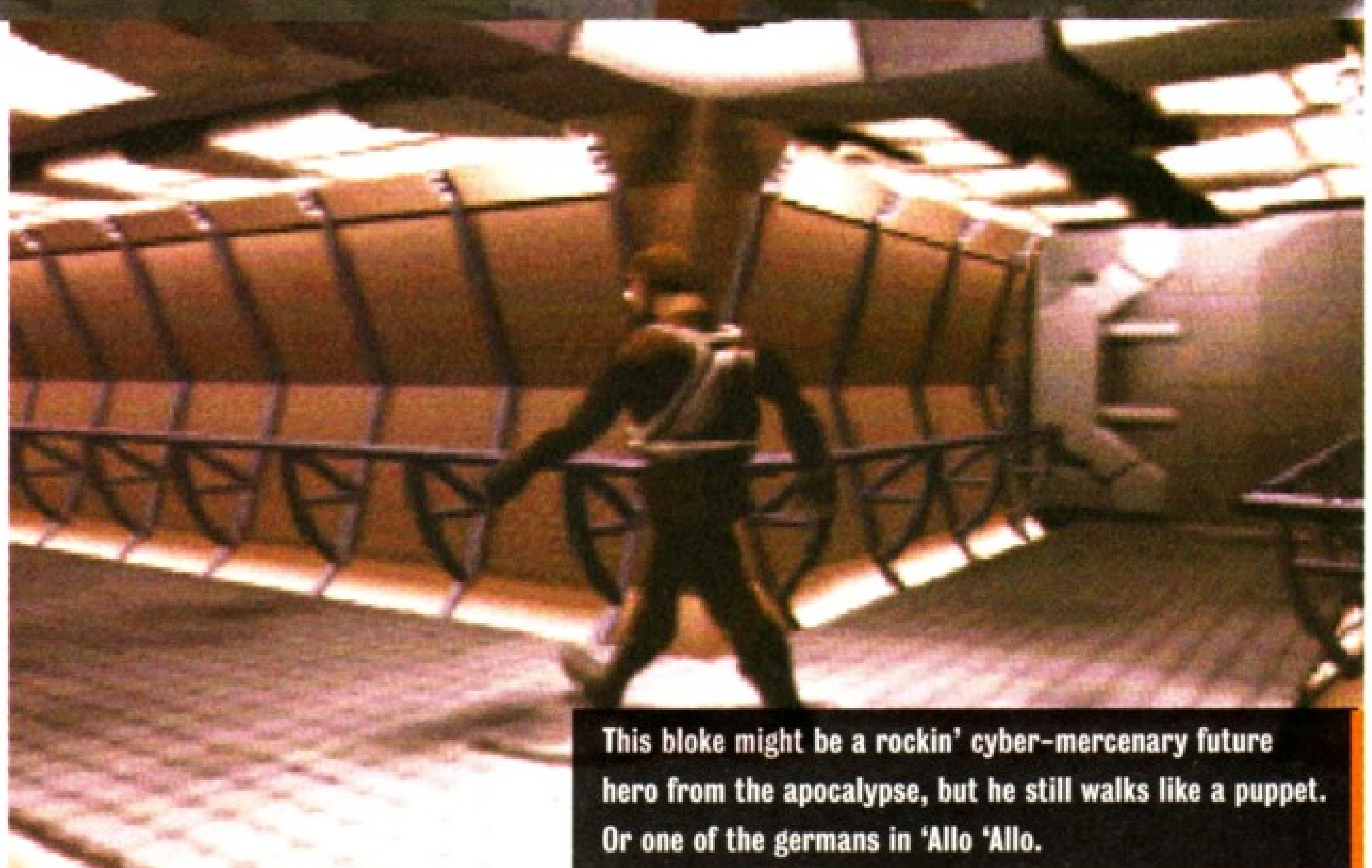
CYBERIA IS ANOTHER STORY OF DODGY FUTURE ETHICS WHICH PUTS THE FATE OF THE WORLD IN THE HANDS OF YOU, THE GAMES PLAYER.

Although it's a way from finished yet, Saturn Cyberia is already looking quite splendid. The graphics are certainly up to scratch and the flow of the action is certainly up to speed. But will it survive the translation? Were we wrong all along? Is it actually going to be a bit rubbish? After all, we didn't play it that much on the computer, because computers smell. Well only time can tell you the answer to that. Time, and our review, which should pop along some time next month if all goes well.





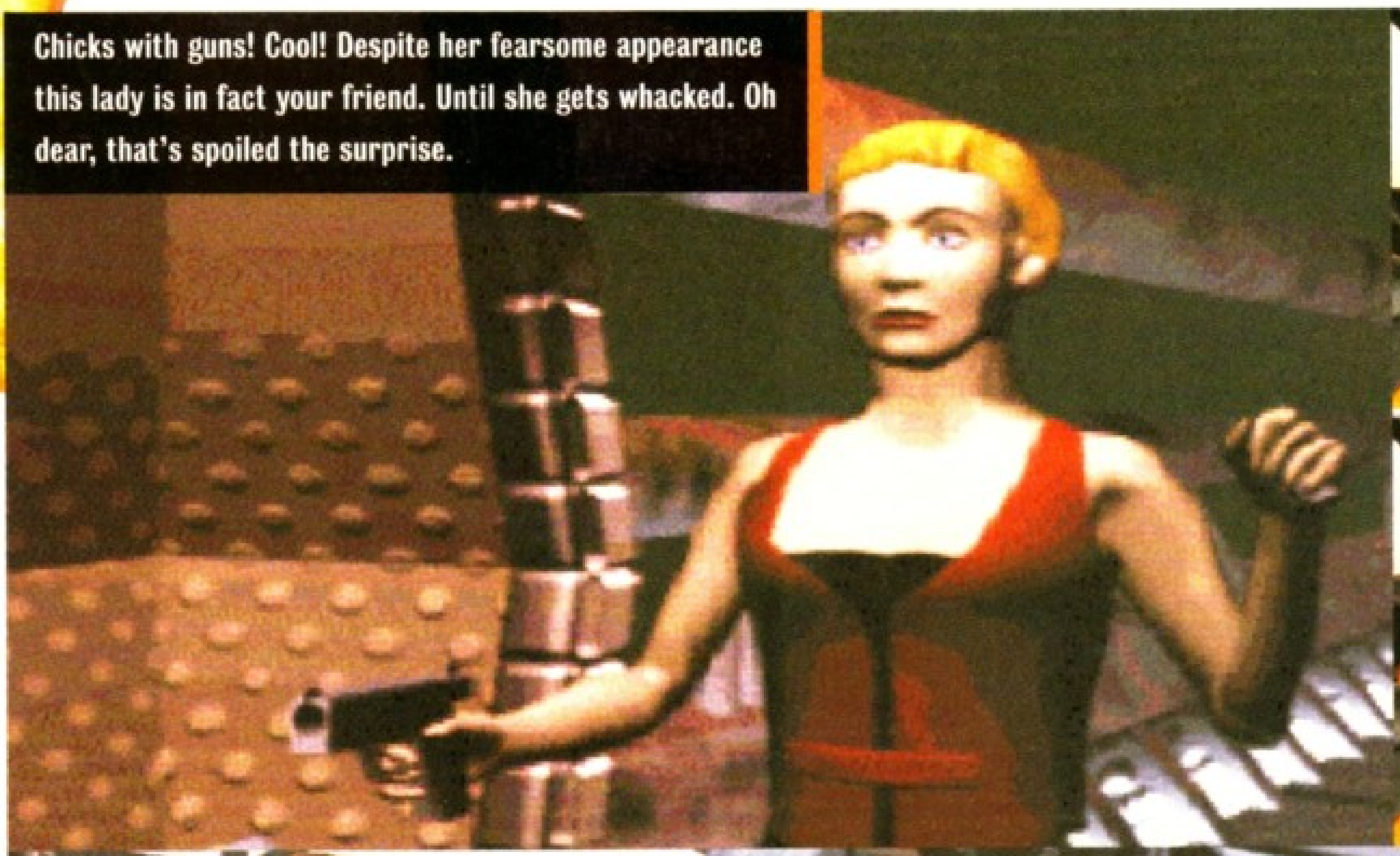
It's very easy to die in Cyberia. All you have to do is make one wrong move or forget to draw your gun at the right time and it's all over.



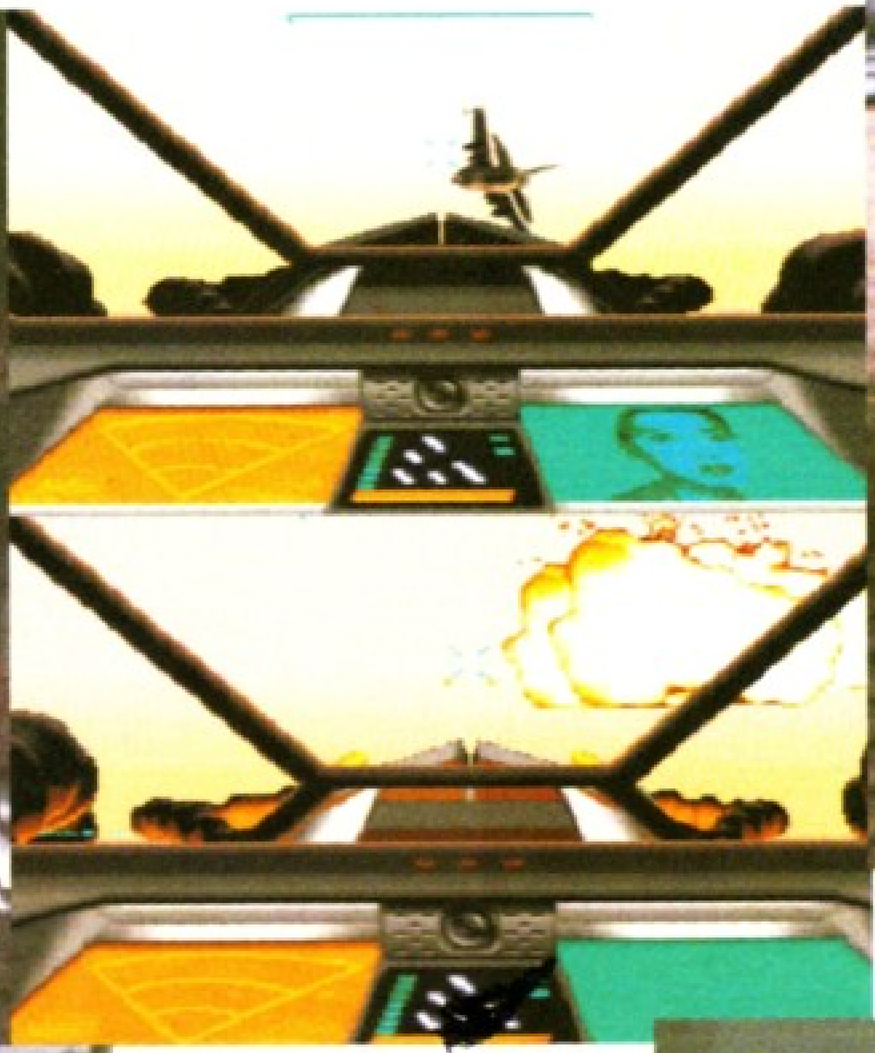
Caution kids – wraparound shades are neither big nor clever. Do not wear them.

This bloke might be a rockin' cyber-mercenary future hero from the apocalypse, but he still walks like a puppet. Or one of the germans in 'Allo 'Allo.





Chicks with guns! Cool! Despite her fearsome appearance this lady is in fact your friend. Until she gets whacked. Oh dear, that's spoiled the surprise.



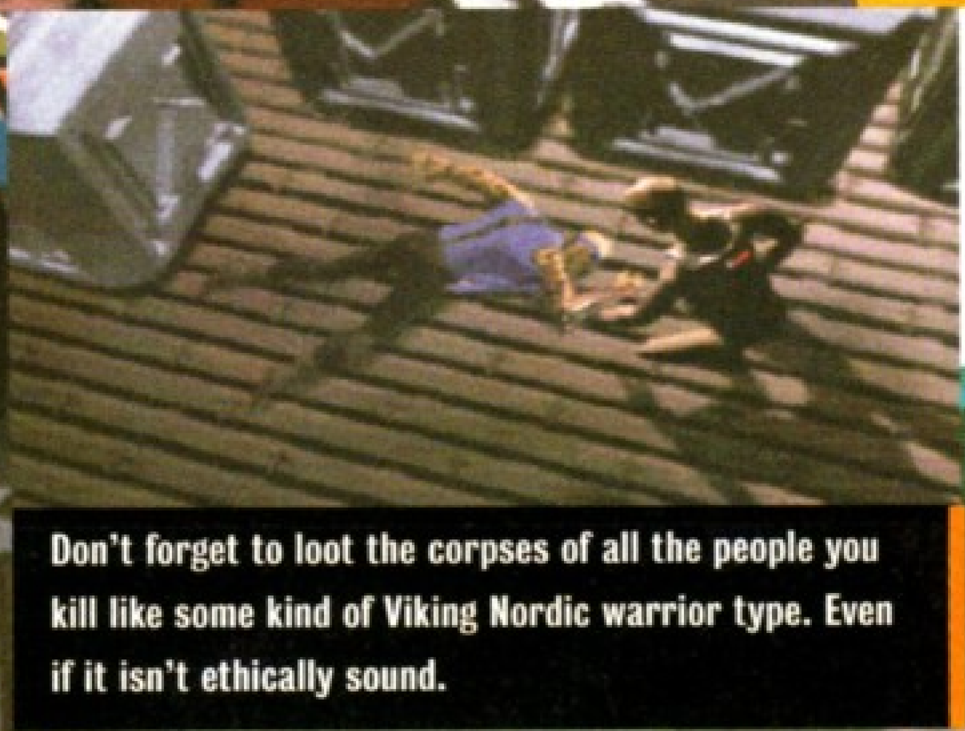


Look at that baldy slaphead.





Climbing ladders. A surprisingly popular sport of the future. Join in.



Don't forget to loot the corpses of all the people you kill like some kind of Viking Nordic warrior type. Even if it isn't ethically sound.

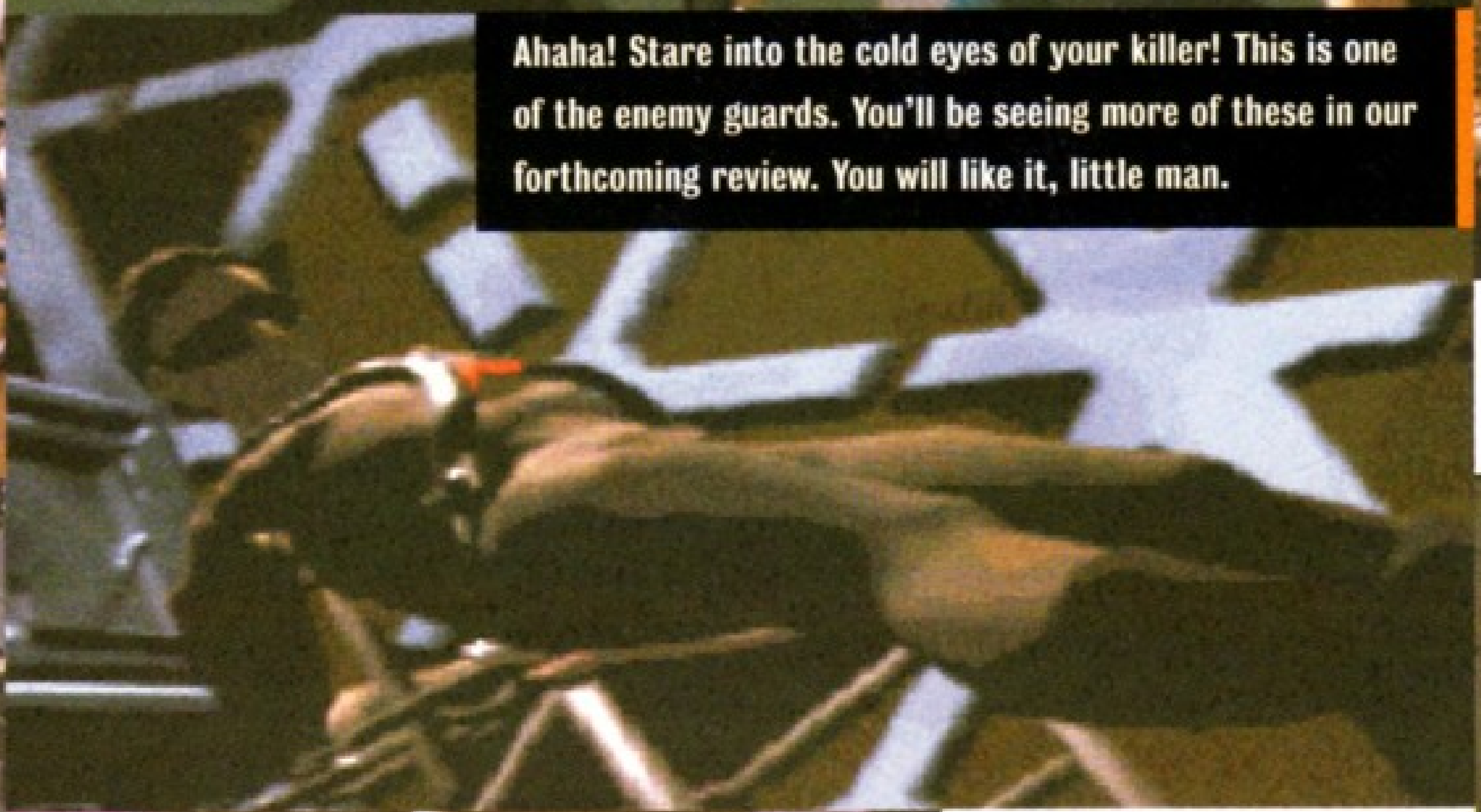
One of the many shooting sections in Cyberia.

One of the few snogging sections in Cyberia.

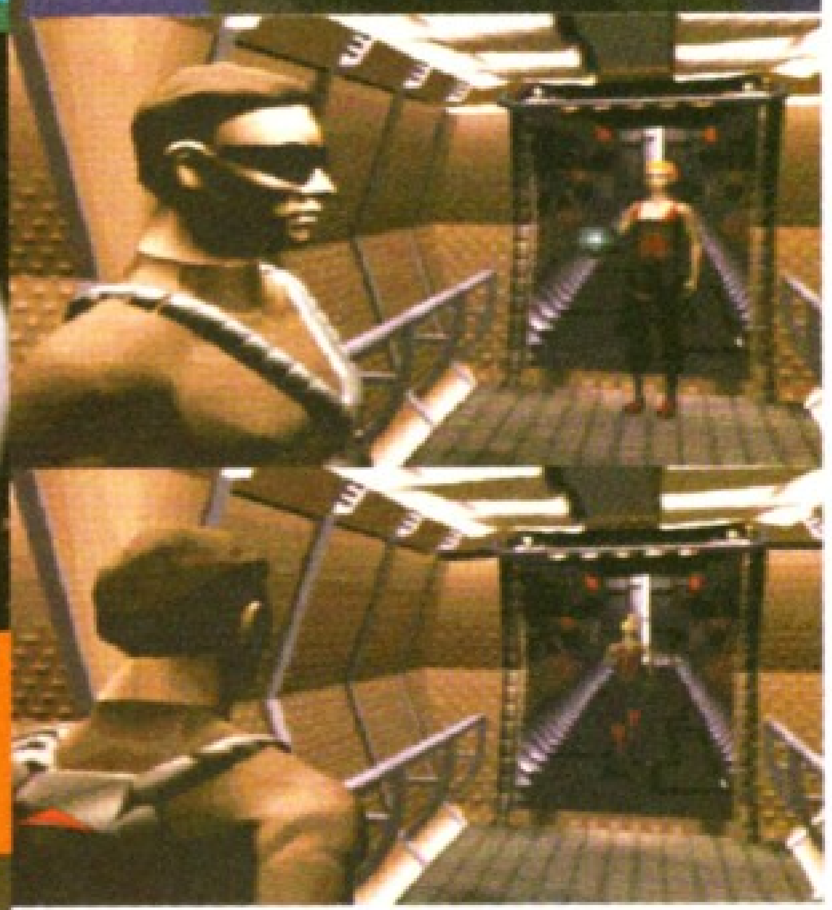








Ahaha! Stare into the cold eyes of your killer! This is one of the enemy guards. You'll be seeing more of these in our forthcoming review. You will like it, little man.



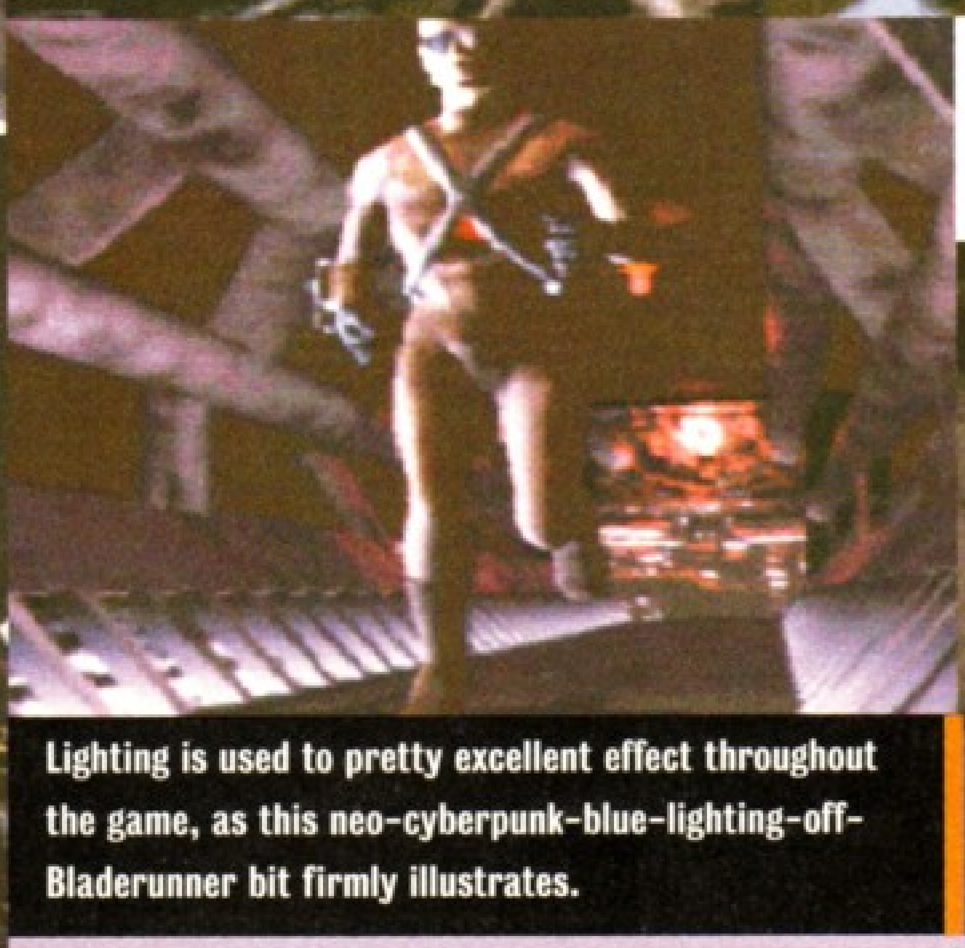
Run after this woman quick or you're trapped in the corridor and destroyed by an explosion.











Lighting is used to pretty excellent effect throughout the game, as this neo-cyberpunk-blue-lighting-off-Bladerunner bit firmly illustrates.



Bound to a chair and tortured with electric shocks. Not a nice bit.





True Pinball breaks but not the laws of

True Pinball is the ultimate fully rendered, high speed propulsion into the electric world of pinball fervour.

Why?

Because it incorporates four tables, multiballs, video modes, incredible music, high res 2D and 3D views and 32,000 plus colours, because it remains faithful to every aspect of mathematical precision right down to gravity conditions, and because it stems from Digital Illusions'





the mould, gravity.

considerable experience - that's why.
That's why it adds up to the fastest, most accurate sim on the market and shatters the mould of what we are asked to accept.

SEGA SATURN

PlayStation

letters™

It's that time of the month, readers. No, not *that* time of the month. It's the time when our normally placid personalities are suddenly cast into fits of irascibility. It's up against it deadline week, and we're all scared. Very, very scared indeed. Good grief, if we don't get the mag out on time we'll all lose our jobs and have to pay for our games. And that would just be the worst thing imaginable. Anyway, you can help by filling some pages of the mag with your own lovely, lovely letters. Send them in to **CRACK NINJA ALIVE MAILBAG, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** If you're very good, we might send you a prize. Well it *is* Christmas.

I'M SECURE ONCE MORE!

DEAR FOLKS AT SEGA MAG,

Just a quick note to say thanks very much for the video. I have had my Saturn a couple of months now with Bug! and VF Remix. Although these games play excellently and look good, after seeing Destruction Derby and Toh Shin Den on my friend's PSX I couldn't help but worry a little that the Saturn may be fighting a losing battle in the graphics department – and we all know from the PlayStation's huge sales that graphics sell over gameplay. However, seeing VF2 and the frankly incredible Sega Rally has restored my faith in Sega's machine and I'm a secure gamer once more. Cheers very much!

Mark Brett, Birkenshaw, Bradford.

Hey Mark – thanks for being you.

I MISS JOHN MADDEN

DEAR SEGA MAG,

I have just sold my Megadrive and purchased a Saturn. Already I am starting to miss some of my favourite games such as FIFA, Madden, Road Rash and Jungle Strike. It's no coincidence that these are EA titles. EA produce quality games with only a few bummers thrown in (just to prove they are human). Will any such titles grace the Saturn as I see they've been developed for the PC, 3DO and PlayStation?

This is not a grovel but I am very impressed with your magazine. Last month was my first purchase and will not be my last! The free video just blew all other software mags into oblivion and left them crumpled in the gutter.

PS Do you have a release date for Sega Rally yet? Your preview was the straw that broke the camel's back and finally persuaded me to buy the Saturn (so it's all your fault then!).

Pedz, Stroud, Gloucs.

Relax there Pedz, EA have already commenced work on FIFA for the Saturn, and surely other Virtual Stadium sports titles are to follow. Read the mag and we'll keep you posted. In fact, we already posted you about FIFA months since, blind-o.

SEGA SHOULD CONCENTRATE

DEAR SEGA MAGAZINE,

I just want to know a few things about the Megadrive 32X, is it good or bad? I have wanted to buy one for some time but the line-up of software is a bit dodgy. For instance Capcom (the inventors of Street Fighter, Darkstalkers, X-Men and the forthcoming Marvel Super Heroes) said they are not making any games for the 32X. They are just concentrating on the Saturn and all the 32X is going to have is Virtua Fighter. I have not even heard of a release date for MK3 and another thing the company that makes Rayman [UbiSoft – SSM] have cancelled that. The 32X is a 32-BIT console like the Saturn and PlayStation and it hasn't even got games as good as the Megadrive, its little brother. I reckon that Sega should concentrate a bit more on the 32X.

And the last thing I heard is that Sega had signed a deal with SNK the makers of all the Neo Geo games, that games like Virtua Fighter will be on the Neo Geo and King of Fighters on the Saturn but only Saturn.

Junior Cowan, Peckham, London.

What do you mean the 32X ONLY has Virtua Fighter? Oh, dear me, it ONLY has a brilliant conversion of probably the best fighting game in the world. What a shame. How my heart bleeds for you. But on the other hand, there is a bit of a 32X software deficit at the moment. We're not entirely sure what Sega's long-term plans are, but X-Men (out early next year) already looks corking.



When can we expect that knight in shining armour to deliver the 32X from annihilation? Only the all-seeing Future Fish has the answers. Ahem.



Listen kids, try to resolve your differences peacefully. Be calm, use reason, try and empathise. If that doesn't work then do 'em!

SARKY GET

DEAR SMsters,

Ah, SEGA SATURN MAGAZINE is it now? OK, so let's take a gander at some new Saturn stuff then:Fighting Vipers, Manx TT, Marvel Super Heroes etc. And when will these lovelies be finding their way onto the Saturn? Anytime this century? Still, the Net add-on will be in the shops for July '96, must make a note of that in my diary.

But hey, why worry about the future when there's so much happening right now. Shinobi X, NBA Jam, Mortal Kombat 2, Streetfighter The Movie... No lack of innovation there I'll be bound, exhilarating stuff, though perhaps a tad less exciting than the MDs current line-up, or even a daytime badger-watch. Never mind, at least we've got Virtua Cop, X-Men, Sega Rally and VF2 to look forward to for Xmas, haven't we?

PlayStation outselling the Saturn in a ratio of 8 to 1 is it? Goodness, I'm surprised.

PS. At least the Saturn's TV advertising is cooler than the PlayStation's. Well done Sega!

Lol Migdale, Somewhere Oop North.

Oh get back in the knife drawer. Cop and Fighters 2 will be out by the time you read this, and there's loads of stuff in the pipeline. Like WipeOut. Ha ha. Oh and by the way, the Playstation may be selling at a ratio of 8:1 in one shop in Nantwich, but it's certainly not doing that nationwide.

NO WAY WAS I PAYING

DEAR SEGA MAG,

I am the proud owner of a new Sega Saturn. At first there was no way I was paying £400 for a games console so when I saw the Sega advert showing the Saturn at £300 I decided to go out and buy one. I went to about five different shops trying to get a discount as I was paying cash but

had no luck. I ended up buying the machine for £299 and as there is no game with the Saturn for this price I also bought VF Remix. Imagine my reaction when I got home, opened the packaging and found Virtua Fighter included with the Saturn – now I really like VF Remix, the graphics are amazing. Should I keep VF Remix or sell one of them? What games should I buy for Christmas?

Darin Murray, Stevenson, Ayrshire.

You'd be lucky to find a place offering a discount for cash these days, Darin. All those places make more money out of credit, keeping their loot in banks and racking up interest on credit. It's a cyber-money society these days, you know. Cash gets you nowt. Anyway, it's probably a bad idea to suggest VF2 for Christmas given your surfeit of fighting games (you should sell VF Original Flavour, by the way), but Virtua Cop is a good bet. And Rally is excellent if you can wait until January. Basically, you can't go wrong with either.

SAME OLD JOKES

DEAR SSM,

May I congratulate you on your new magazine. I like the new look as it is more stylish and still has the same humour that kept me reading before. The only bad thing about the mag is the 16-BIT supplement, as the magazine is for Saturn owners not 16-BIT owners. I also liked the free video with issue one and had an idea that maybe you could give away a demo disc next time.

Matthew Basit, Uckfield, East Sussex.

The Megadrive section is designed to appease Saturn owners who've kept their Megadrives (lots of people) and those who haven't quite made the leap to Saturn yet but are thinking about it very hard (lots of other people). But thanks for your nice comments anyway. And as you'll no doubt know by now, there is a demo disc on the front of this mag. And a very good one it is too. Full of lots of lovely stuff. Stuff you can play. And we're sure giving away a whole Rally course won't harm its sales one bit. Oh no, absolutely not.

PANTS, BALLS, TESTICLES, WEE, CRAP

DEAR SEGA MAGAZINE,

Congratulations on your new style Saturn Magazine. It beats the pants off the rest with a flying backflip double somersault to the balls, as does the Saturn! Yep, the Saturn is definitely the Sonic's testicles of all consoles and I'm well chuffed to have one! Talking about Sonic, the little blue spiky-haired feller has revealed his little features. Where you say? Well, he's appeared in Bug!. Having taken a serious career slump the aging little freak has now been reduced to filling in as an extra on one of Bug's bonus levels! Life's hard being a Sega sprite (aah! What a shame! Loads of sympathy!)

Life's also hard being a Sega owner. I know Sega are trying to make a profit, but don't you reckon they're taking the wee a bit by releasing all the good new titles around Christmas? Is it marketing strategy or coincidence?

As for your Daytona competition, any tips on getting a faster time as I've managed 41.08 secs, but I can't see how I can improve. Am I just a loser or what?

One last thing, how about a bad boy Star Wars game for the Saturn, where you get to blast the crap out of the Empire, and actually get to control X-Wings etc? Is there one planned – if not, why not?

Cheers for listening,

Chris Barnes, Walsall, W Mids.

Was there any point to that letter or were you just writing in for a chat?

Bugging out with the little green fella who seems to be stealing all of that spiky blue thunder! Can Sonic survive Bug? Who would win in a fight?





Sonic should be harder of course because he's bigger isn't he? If you have an opinion on 'who's better Sonic or Bug?', well done.



YO, SEND OUT TO THE DEDICATED SEGA CREW

DEAR SEGA MAG,

This letter is dedicated to Sega fans who rushed out and forked out "by hook or by crook" £400 on a Sega Saturn. OK so it came with VF and a joypad and we all felt pretty happy with ourselves.

THEN it happened, eight weeks down the road the price drops by £100. I feel shocked, betrayed, disillusioned.

I think to make amends for this rip-off Sega ought to give all those people who paid full price and returned their guarantee by a certain date for a game of their choice or at least send them VF Remix.

What's your opinion?

Yours ripped-offly,

Andy Bull, Castlecroft, Wolverhampton.

Well, it's not pretty, but this sort of thing always happens. Especially around Christmas. Market forces, you see. Plus the weaker Yen now allows Sega to import hardware cheaper, so the saving is passed on to the (new) customer. It might look like it sucks, but it's fairer than ripping off all the Johnny-Come-Latelies. Your idea of a bonus voucher is pretty sound though. How's about it, Sonic?

LEAVE IT TO SATURN MAG!

DEAR SM,

I think your mag is brill, but I have two complaints. Firstly, I would like to complain about the amount of Saturn reviews in your mag, why don't you leave it to Saturn Magazine!

Secondly, not long ago I sent to your mag for issue 11. When I got it I was very surprised to find that the MK2 Death Chart wasn't free with it! Please could you send me the chart through the post.

This will make me very happy and grateful.

Robert Hendley, Aldridge, Walsall, W Mids.

To address your first point – er... we are Saturn Magazine, and we'll cover as many Saturn games as we damn well please. Sorry to hear about your trouble with our back issue, though. Sadly we don't have any copies of the mag or Death Charts or anything here, so I'm afraid you'll have to call our back issues department on 0858 468888, but they should be able to help.

COOL AND ON TOP

DEAR SEGA SATURN MAG,

First of all I thought it wasn't possible to make your mag any better, but your first issue of SEGA SATURN MAGAZINE is just cool, and on top of that you give away a video as well!

At the moment I own a Megadrive and Mega-CD so I love the 16-BIT section in your mag. Will Sega still support the Mega-CD because I have never seen many games in your mag, is it worth getting a 32X for 32X CDs? I love my Mega-CD so I would like to know if it has a future, if Sega put their minds to it they could make some top Mega-CD games. Any news about Snatcher 2 as I loved the first one?

Ross Hayes, Barbourne, Worcs.

See, Matthew Basit, SEE? HERE'S someone who likes our 16-BIT section. So stuff you. Sega have eased off a bit on the Mega-CD, but hopefully they might release a game or something at some point. Hopefully it'll be Konami's Policenauts (Snatcher 2), because we thought the original was ace too. But then they said it would be out ages ago and it still hasn't appeared even for a Preview. What's going on Sparkster, oh Rocket Knight pal of ours?

Q&A

This is SEGA SATURN MAGAZINE and we are your friends. We love you like brothers and sisters. In fact you are our surrogate children. But some of you are poorly little ones. Like Tiny Tim from A Christmas Carol some of our readers are Sega knowledge cripples. And like that other crippled kid from The Pied Piper of Hamlyn we don't want you to be left behind whilst all the other readers skip merrily into the magic mountain of gaming nirvana. So this is our Q&A page, where you can fill those irritating gaps in your Saturn learning. Write to us at SAINTLY Q&A, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

SORT YOUR OWN NECK OUT

DEAR SATURN MAG,

Just a few questions.

1 Why do Sega keep ripping us punters off? I bought my Saturn in August for £399 RRP but as soon as the PlayStation comes out they drop it to £299 RRP (come on, it's £100). So much for being loyal?

2 How the hell can AM2 put that music on Daytona, it is absolutely rubbish and how can I get rid of it?

3 Why is the Saturn Mag £3.95 and the Sega Mag was only £2.45. Is it because the Saturn is more expensive so you thought you would make the Saturn Mag more expensive?

4 And finally, those 11 pages used on the Megadrive in your Saturn would be best used for tips and cheats for the Saturn as it is a Saturn mag not Megadrive, Master System Game Gear, isn't that Sega Mag, you and Sega want to sort your necks out.

A Saturn Toting Mancunian, Manchester (presumably).

1 Yes, but there's no game with it. And anyway, we've addressed this point already in Letters. 2 They have no ears. You can't. 3 Yeah, we're trying to fleece gullible punters like yourself. Not really, it's because there was a video on the front, which worked out a bit expensive. 4 We've talked about this in Letters as well. And actually, this *is* Sega Mag, technically speaking.

I WANT TO WATCH RUDE CDS

DEAR Q&A,

I do hope you can answer the few questions I have.

1 Will the Video CD add-on card play all types of films on CD, like CD-i etc? Could you please list what types it will play.

2 Can I get a SCART lead for my Saturn with separate left and right phono plugs for connection to my hi-fi?

3 Why haven't you got an e-mail address?

4 Is SEGA SATURN MAGAZINE now replacing Sega Magazine? I would like to subscribe but the ad in the mag looks like you will send the old ones out!

5 When I play VF on my big TV I don't get the Ranking mode, but on my portable I do, why?

As you can see I haven't asked any stupid questions like your other letters (eg how many levels will Sega Rally have and will it have colour?).

Thank you,
David Baxter, Runcorn, Cheshire

1 CD-i and any other MPEG stuff will all work with the Saturn's Video CD card. 2 Yep, ask your friendly man down at Tandys or wherever and he should sort you out. Or she. 3 Because our Executive Publisher nicked our address to download progressive rock newsgroups. 4 Yes. And you'll get brand spanking new SEGA SATURN MAGAZINES in the future if you subscribe. 5 It's God rewarding you for your humility.

TRICKY TECHNICAL QUESTIONS

DEAR SSM,

In issue 1 of your excellent magazine you said that the Model 2 board fits one colour per polygon and the Saturn 16 colours. Could you please explain the difference between this and texture mapping?

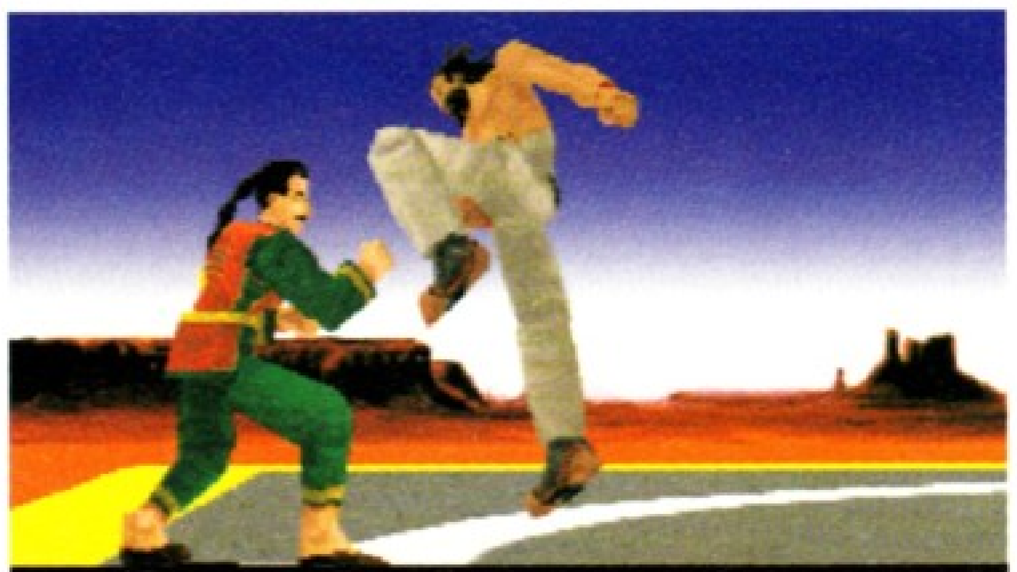
2 Could you please list all eight of the Saturn's processors as I am unclear of them?

3 Could you please say what the Saturn's known capabilities are using the SGL OS and what each processor is capable of separately and then collectively?

Thank you very much whether you answer my questions or not. That video was brilliant and makes me ever more proud to be a Saturn owner!

Steven Fenner, Rickmansworth, Herts.

1 Texture mapping is the process of mapping sprites over polygons to make them look more realistic. Whereas Model 2 boards, with their trillions of polygons, only really use one colour per shape to look realistic, the Saturn (which can't shift the maths quite as well) requires more colours on each polygon for the same effect. 2 No 3 Flight, telekenesis. Cookery.



Mixing it up with the Virtua Fighters! Big shout going out!



FEEL DE WRATH

DEAR SSM,

I was pleasantly surprised to read that you were starting a Saturn mag and you have my full support. Please answer my questions or feel de wrath.

1 Will you be giving away free demo CDs to compete with PlayStation mags?

2 What exactly will the MPEG adaptor do for the Saturn?

3 What kind of PC would be equivalent to the Saturn's processing power?

4 What probability is there that the Ultra 64 will be a serious contender to current Next Generation machines?

5 Is the 32X going down?

6 When will you stop covering the 16-BIT platforms (not too soon I hope!)?

7 And finally is the new Competition Pro joypad for the Saturn worth the dosh?

Yours sincerely,
Thomas McCall, High Blantyre, Glasgow, Scotland

Yes, but not to compare with PlayStation mags as our readers are unlikely to be buying them. 2 It's the Video CD card. It plays Video CDs – all films and that. 3 A Pentium PC costing around £2,000. At least a 50 MHz 486. Depends what code it's handling. 4 Nothing is impossible. 5 Hope not. 6 Not for a while yet, so fret not. 7 It's OK. Give it a go in the shop and see if you like it.

SMART KID

DEAR SSM,

Right, I'm not going to beg but please, please, please, please, please print my letter as the questions will help me make a decision on buying a Saturn.

1 Why are Sega selling a Saturn and one pad and VF for £350 when you can get a Saturn and one pad for £300 and then VF Remix for £30. It's £20 cheaper with a better quality game.

2 Is this because you need a copy of the original VF to run VF Remix?

3 If not why can't all Saturn games be this cheap?

4 Will the Virtua Cop gun be compatible with future gun games?

5 Do you think the six-player adaptor will be worthwhile and will many games use it?

I think the new mag's great and the preview video was brilliant. I'm sure whatever I'm sandwiched between this month is fab so keep up the good work.

Ben Marriott, Southampton

1 Because VF Remix is only limited edition. 2 Not in the slightest. 3 Er... good one. It's because the game had already been researched developed, so it was cheap to produce, and also the profit margin was slashed to actually shift some copies (as everyone already has VF). It was Sega's little gift to their fans. 4 Oh yes. 5 Looking at other multi-taps for other consoles it should be fairly well supported. Stuff like the awesome Guardian Heroes is already in the can, and more will follow.

WHAT IS THIS SCART?

DEAR SSM,

Please answer my questions as I am considering buying a Sega Saturn and I would be most grateful.

1 What is a SCART TV and how do I find out if mine is one?

2 Is £3.95 now your usual price or was it just because of the video?

3 If it is your usual price than what is your actual subscription fee doe the UK (issue 1 had two prices)?

4 Do you plan on giving any more videos or demo CDs away free?

Stephen Andrews, Teignmouth, Devon.

It's one with a SCART socket in the back (long almost rectangular thing with two rows of lots of pins). Also known as a Euroconnector, it provides a sharper picture than the regular UK PAL signal. 2 It's just for the video. Or CD. Or whatever other expensive trinkets we mount on the cover. But there's also the bland no-gift £2.75 bargain basement edition for cheapskates and misers. 3 £27 including p&p. And a bargain at half the price, guv'nor. Try ringing the subscriptions number in the back of the mag.4 Oh hell yes.



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By Demon

You may think you're dreaming, but Sega are ready to give you the chance to do the Lombard-a. Part of the *three-game Saturn renaissance,* Rally Championship heralds a *new level of technical brilliance* and offers a depth of play rarely seen in similar titles found on other consoles. And here, to guide you through all its glorydom is resident road rager RAD AUTOMATIC.





SEGA RALLY CHAMPIONSHIP
SEGA
SEGA RALLY
CHAMPIONSHIP
1995
INTERNATIONAL RALLY

S be driven!!!









SEGA RALLY HIT THE ARCADES PRETTY HARD WHEN IT WAS RELEASED EARLIER IN THIS LONG YEAR. IT WAS – SHOCK CITY – EVEN MORE IMPRESSIVE THAN DAYTONA ON THE VISUALSKI PRESENTATION SIDE, AND MORE REALISTIC THAN JUST ABOUT ANY OTHER DRIVING GAME TO HIT THE ARCADES. ESPECIALLY IN THE TOP DELUXE SIT-IN CABINET WITH THE COURSE-RESPONSIVE STEERING WHEEL WHICH JERKED AND LOCKED DEPENDING UPON THE BEHAVIOUR OF YOUR CAR. A SATURN CONVERSION SEEMED UNLIKELY. SORRY FOR DOUBTING YOU, SEGA, BUT THAT'S WHAT WE THOUGHT ANYWAY. AFTER ALL, THIS WAS A BONA FIDE INCREDIBLE CONVERSION-PROOF ITEM OF ARCADING HOT STUFF. BUT NO, FOR AM3 HAVE GONE AND CONVERTED IT, AND IT'S A BETTER JOB THAN DAYTONA. IN FACT, IT'S SO CLOSE TO THE ARCADE YOU PROBABLY WOULDN'T BELIEVE IT.

Of course, sacrifices have been made. The most noticeable is the loss of the rear-view mirror. This has its compensatory factors, in that most home TV screens aren't really big enough to accommodate it anyway, and it makes the game a bit tougher as it's tricky to cut off any potential overtakeries. But of course there's no excusing the fact that this is actually a sad loss. But cheer up, because everything else is present and correct, ship shape and Bristol fashion. And there's more, as Jimmy Cricket might have said in his unfunny heyday. Quite a bit more as this Showcase aims to point out, including lots of two-player fun and extra tracks and cars and... ooh, other stuff.

But first a quick run down of the procedure for those of you unfamiliar with the title. perhaps your mum and dad won't let you in to arcades because they reckon they're wretched hives of scum and villainy. Even if you are 36. Well, the idea is this. You're driving a rally car against a number of >>

opponents, who all start off in an unorthodox grid formation to make the game more exciting. You'll race across three stages of increasing complexity, bidding to reach checkpoints before your limited time runs out. Aiding you in your job is your computerised navigator, who shouts out the direction and severity of each turn as you approach it, along with helpful hints like "Whoah!" when you go over a bump or hit a wall. You can make life harder (or at least longer) for yourself by trebling the usual single lap in Championship mode. Or hone your track knowledge in a Practice game, competing against one other car. Hell, you could even switch on the Time Compare option which periodically informs you of how close to (or far from) the best ever recorded championship record time you are.

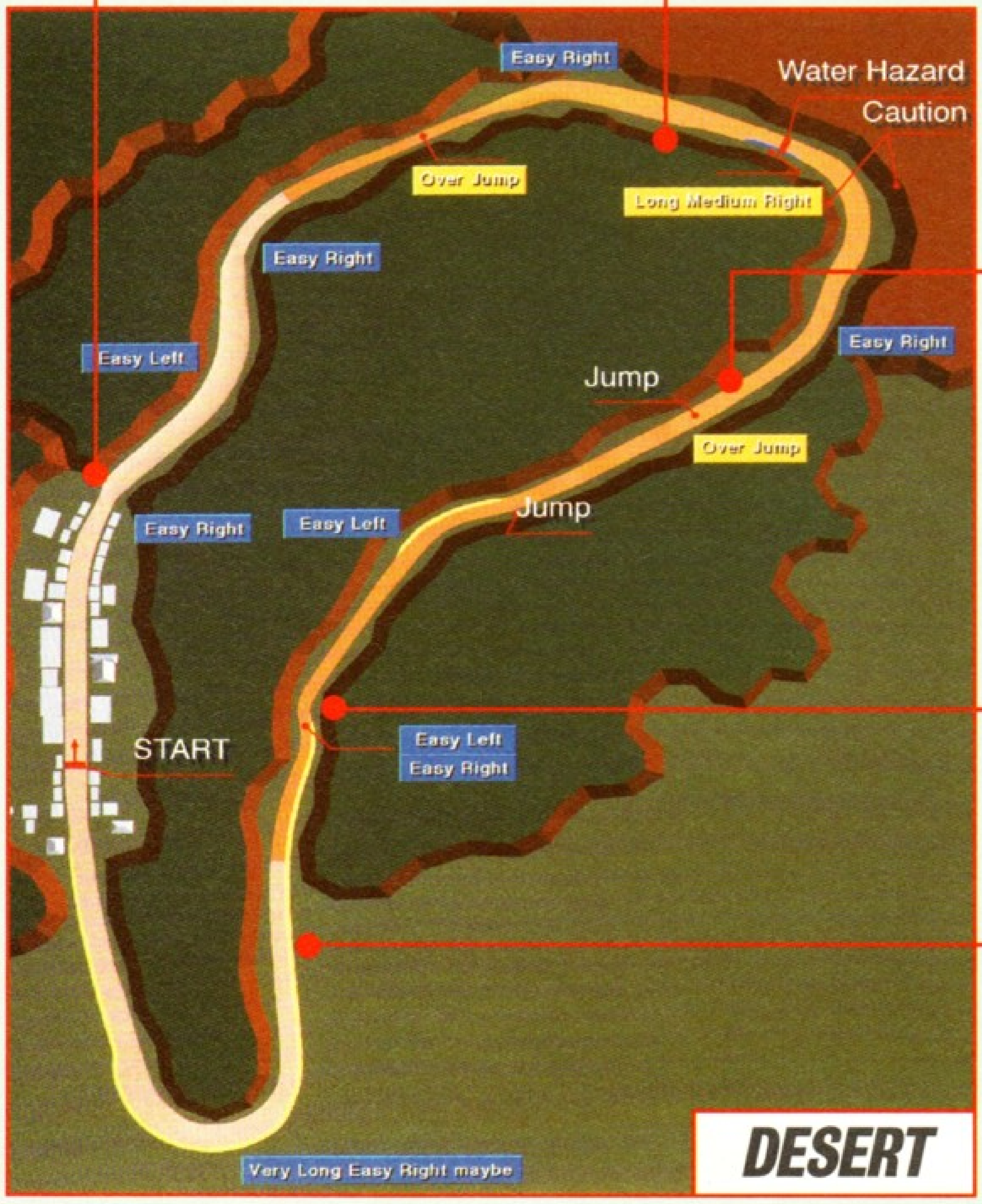
And that's about it. You know what it's like with driving games. they're not exactly known for their surfeit of special moves or coloured block alignment techniques.



That's another car in the race. You can't select it or anything. It is, in fact, THE ENEMY!



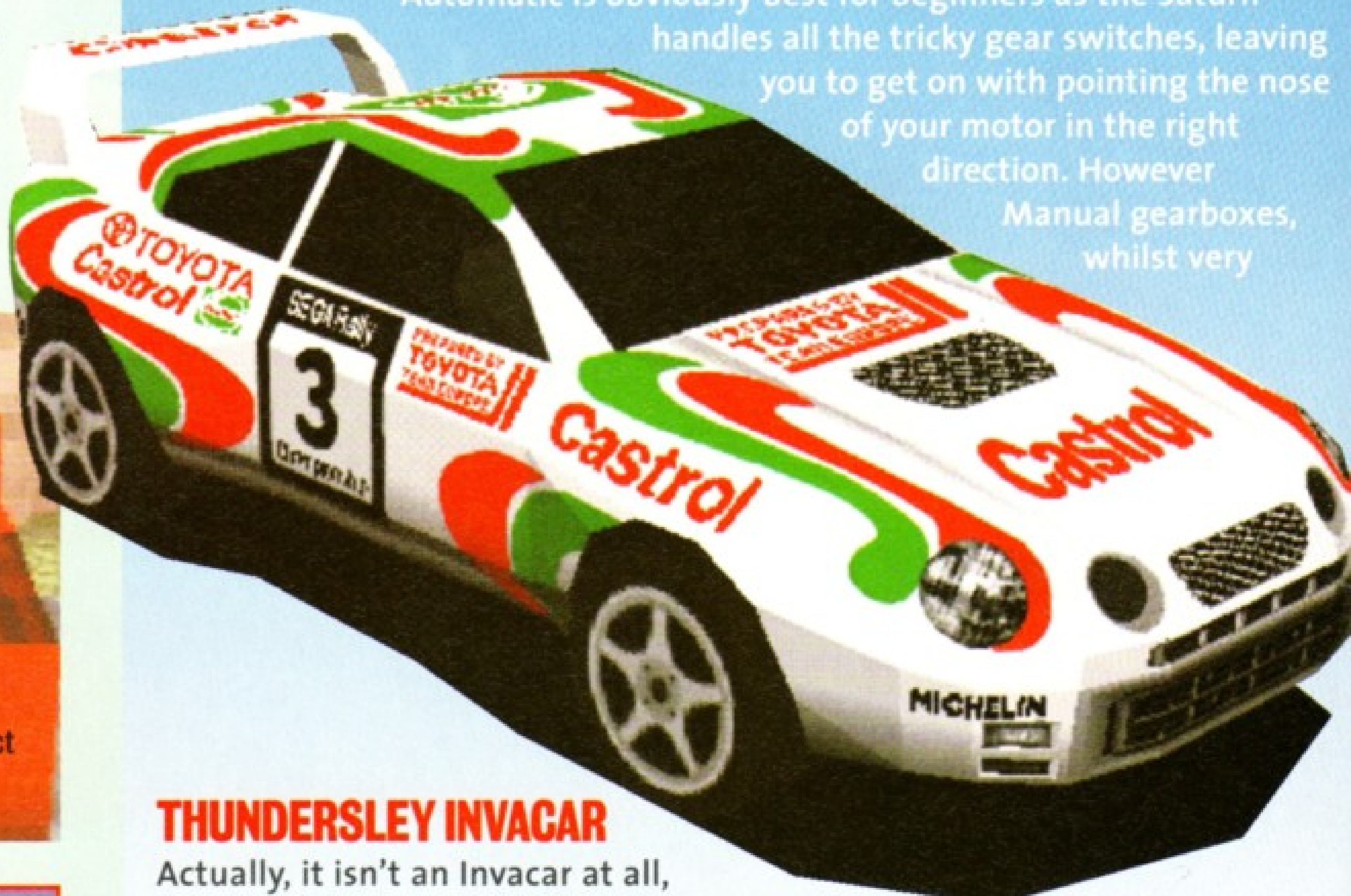






Beetl

Two cars await the discerning Rallyist. In fact, there are four, strictly speaking. However, there are only two models of automobile, available in either Manual or Automatic gearbox configurations. Why the choice? Well Automatic is obviously best for beginners as the Saturn handles all the tricky gear switches, leaving you to get on with pointing the nose of your motor in the right direction. However Manual gearboxes, whilst very



THUNDERSLEY INVACAR

Actually, it isn't an Invacar at all, it's a Lancia Delta. But we've given it that nickname because it's the car designed for the "entry level" player. That means that whilst it's compact and manoeuvrable it doesn't go as fast as the other cars. Perfect if you're no good at Sega Rally, but not so perfect if you're looking for some ace times and an overall first place victory at the end of the tournament.



Coming up here are a couple of jumps, but there nothing to get too worried about.

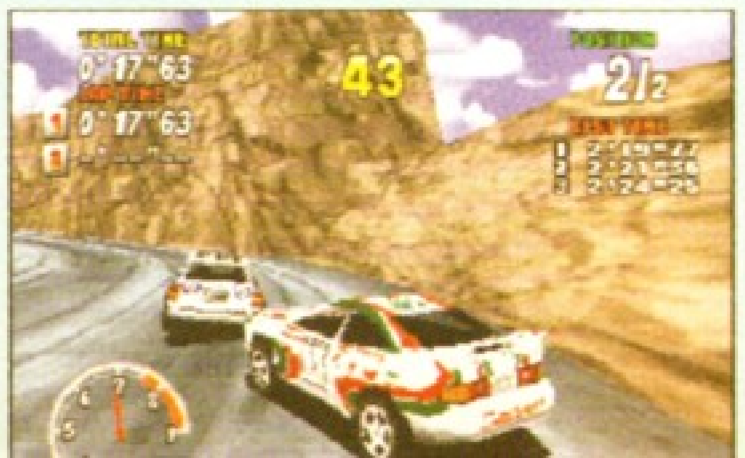


Woah! Take it easy there buddy. You want to do a long easy pressing of the brakes Maybe.











rive

tricky at first (especially on the more robust courses) have the potential to help the player shave precious fractions of seconds off their times. The reason being that Automatic gears don't actually change at the peak optimum changing time, thus leading to locked steering on hairpins and all that, whereas eagle-eyed humans know exactly when to instigate a shift. But knowing which car suits your style is equally important.



TOYOTA CELICA

A bigger car, and as a result it takes a bit more swing to get your rear end around a corner. But there's a compensatory boost in speed which makes a lot of difference. Whilst perhaps not the best vehicle for learner drivers the Lancia is usually the car of choice for more experienced players, as once you've got a handle on steering the thing the higher velocity top-end gives it record-making potential. Unlike real life.

In two player mode, each player can choose either car, and there's billions of options to choose from too, including a headstart and time lag mode.

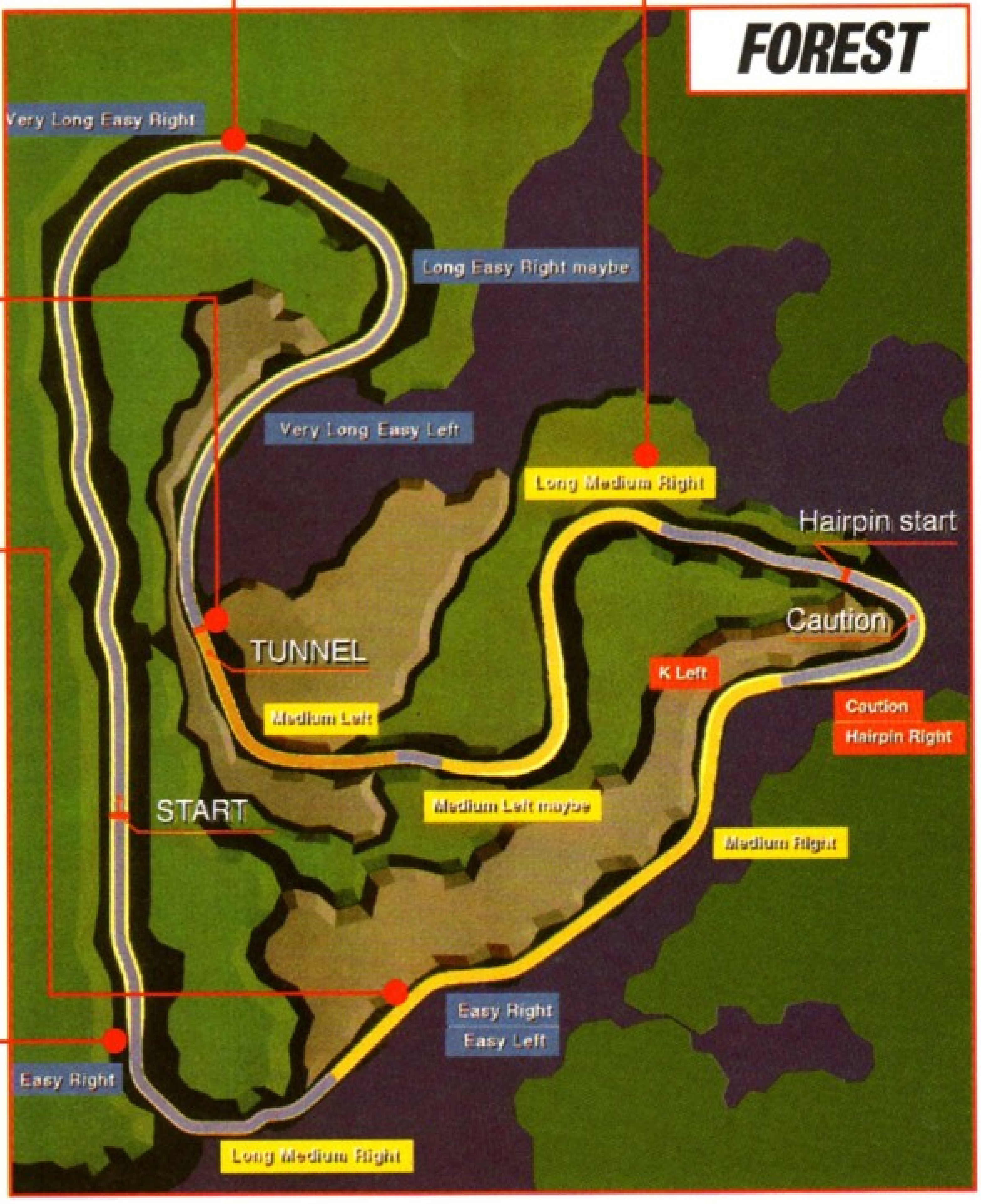


(Above) The excellent two player mode shows that this is the best racer on any console.

A nice easy bit of the course. No doubt followed up by loads of really difficult bits.











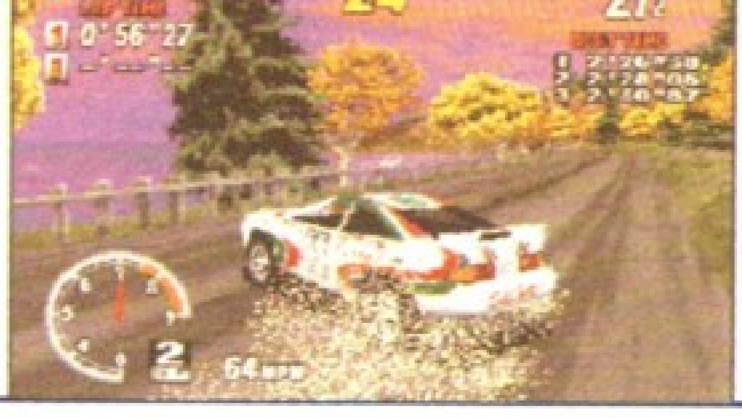


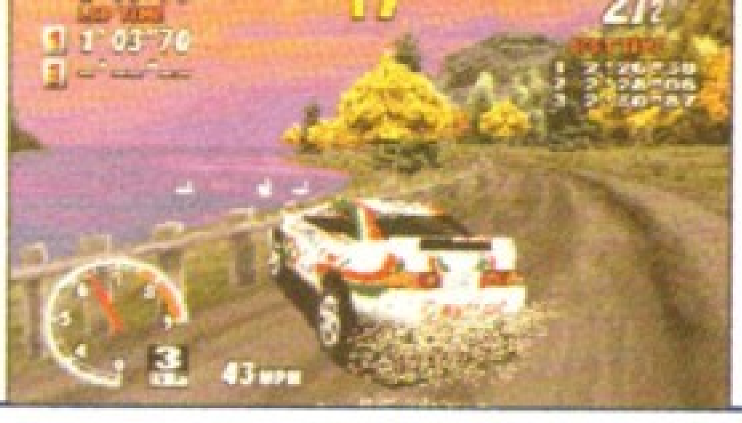
An easy right followed by an easy left. And yes, this is one of the easiest parts of the course, although the track in general is more complex than the desert stage.























Hey, it's an easy left! You really shouldn't be mounting the pavement at this stage.



On this track, you'll pass through a town. But there's no people.

You played yourself

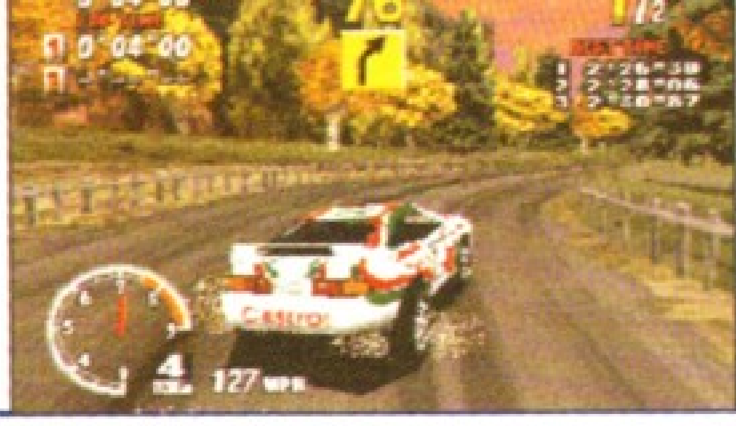


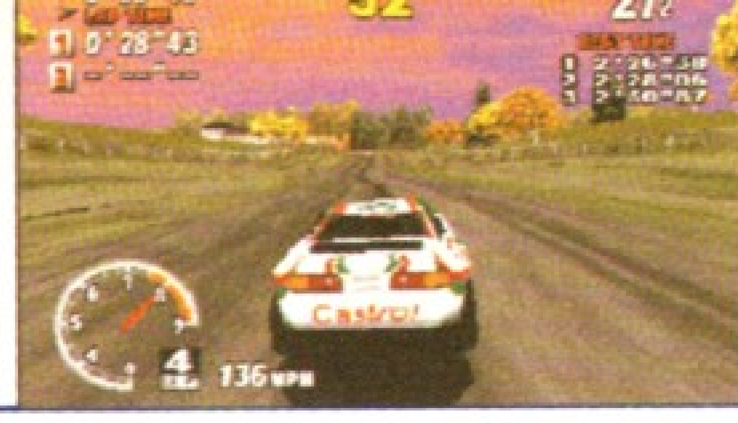
As driving games become more realistic, more and more emphasis is placed on technical driving ability and the knowledge of how best to handle a course. At first it's all a case of sliding around fairly aimlessly, trying to take corners without actually bashing into the sides of them. After a while, once you get used to the layouts of each track it's time to start thinking ahead. This means working out how to approach a corner to get the best curve around it, plus reasoning out the best point of exit to set you up for the next corner/obstacle. Two view-points make this a bit easier, as you can always use the outside view to plot the position and behaviour of your lovely little car. But Sega, being the diamond gemstones they are, don't think that this is good enough for their valued players. No, they want you to have the best possible training for lengthy record-breaking sessions lasting months and months. So they've gone and invented the Ghost Mode. Actually, they didn't invent it. A primitive version was seen in – boo hiss – Mario Kart a few years ago. But it wasn't as clever as this because it didn't use polygons. Anyway, the Ghost Mode is a personal best saving option, which records exactly how your best race (in three lap time attack mode) was won, and replays it using a spectral translucent automobile during your next practice race. This means you are, to all intents and purposes, racing against yourself (or whoever else has the best lap). It also means, if you're not in the lead, you can study how that top lap was attained and how the effort could be improved.



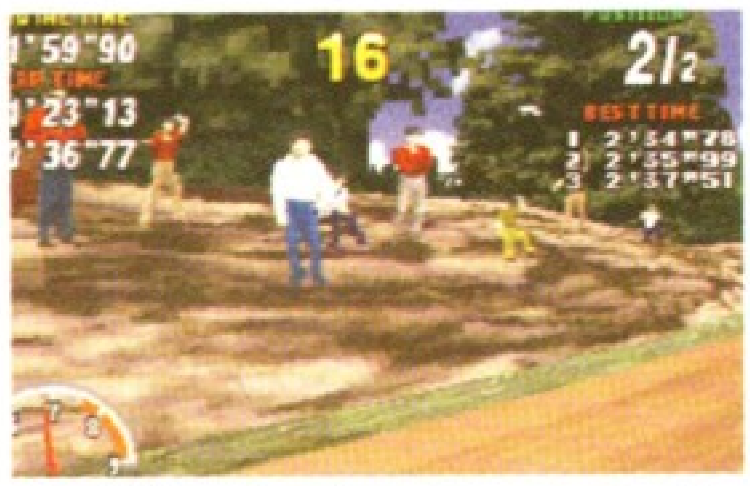








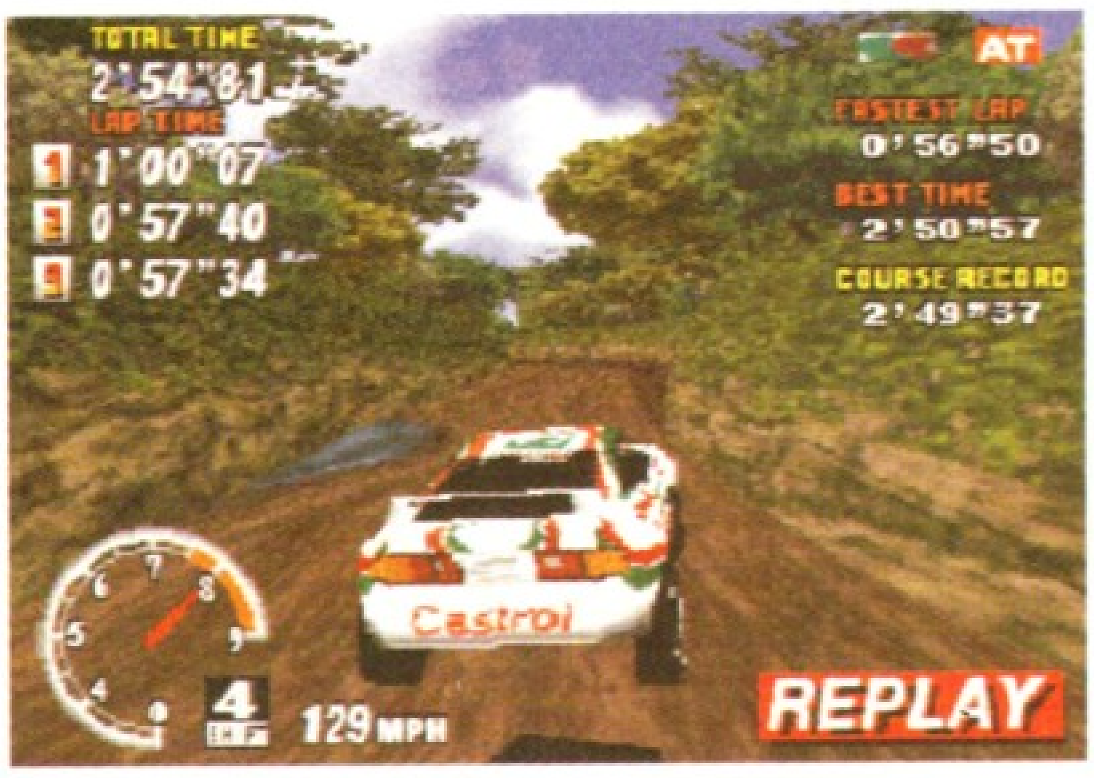




Sega did have to make some compromises in the two player game – most noticeable is the lack of cheering spectators.

Follow that car!

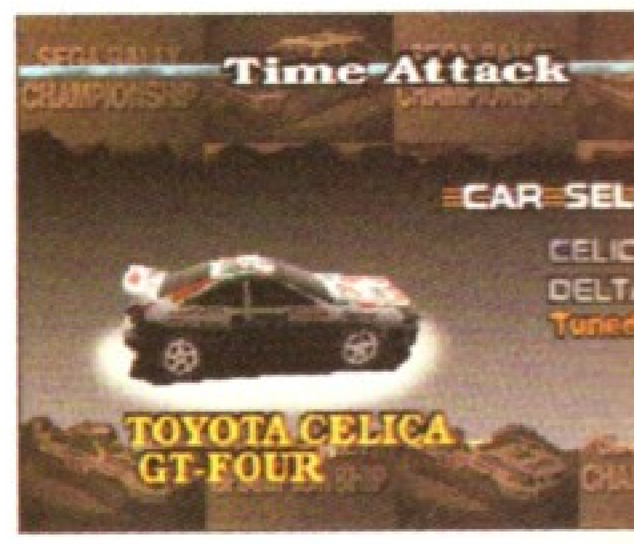
They say that virtue is its own reward. But what if you're evil but good at Sega Rally? What reward is there for you then? Well, there's the ego-sating Replay option for starters. Should you crack one of the top five lap or race times in Time Attack mode you're treated to a full play-back of your efforts, from your choice of the two regular views. Even greater booty awaits those with the skill to complete the full game (including Lakeside) whereupon a full multiple-camera cinematic vision of your triumphant Lakeside race displays itself, which you may watch at your leesure (as our American cousins would put it).



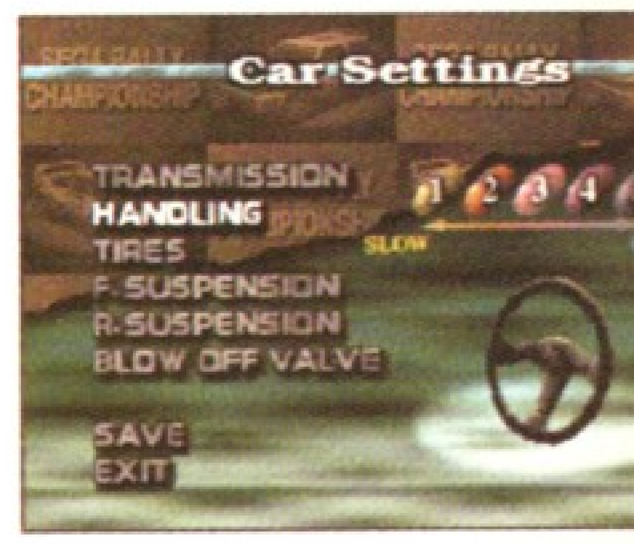
Thankyou for your custom

Pernickety players who don't like the idea of any of the cars on offer have a life-saving option open to them. It's the car customisation option, which facilitates the creation and storing of up to four new cars. Alright, so they're built on the frames of either the Toyota or the Lancia, but it's what's inside that counts (as your gran always said), and you've got pretty free reign to tune these babies to your individual style. Pick a chassis and transmission as normal, and then mark the following categories from from one to five.

HANDLING How quickly and acutely your motor snakes itself around a corner when pressed. Harder steering produces more rapid and severe cornering, softer a gentler but slower turn.



TYRES Hard tyres? Or soft fluffy tyres? Which would you pick? They've all got their own advantages and drawbacks. And the decision... is yours.



FRONT SUSPENSION Basically, how bouncy your front wheels are. Obviously this makes for better steering on smoother surfaces, but can send you leaping all over the shop on the bumpy bits.

REAR SUSPENSION Bounciness of back wheels, which affects the turning curve of your rear end. It's not a good idea to mis-match front and rear suspension too greatly.



BLOW OFF VALVE Quite frankly we haven't got a bleedin' clue what this does. Perhaps it has a big temper tantrum if you crash too much.





They don't look very excited do they? LIVEN UP YOU LOT! THIS IS ONLY ONE OF THE BEST GAMES SEEN ON THE SATURN SO FAR!!! Doesn't seem to have done much good, does it? Perhaps they do this kind of thing all the time and for them it's just like going to a really boring office job. But I doubt it.



It's a split screen... think about it



Two-player games are ace. They're a great opportunity to undermine social hierarchy and unbalance long-established relationships by bringing ridicule upon less talented players. Indeed, the loss of respect triggered by gaming slackness could eventually lead to the ousting of the indicated slacker from their social circle, leading to a cycle of loneliness, inadequacy and depression culminating in a messy suicide. So bring out more two-player games, we say. Anyway, Sega Rally is doing its little bit to keep the Samaritans in business by including an unfathomably decent split-screen doubles option. Before you ask, no, there isn't a link-up game compatible with the forthcoming communications lead, so this is a blow struck for all those people who don't want to lug a Saturn and TV around to their mates' houses (or more likely, don't want to shell out for their own copy). Basically the screen is divided horizontally across the centre and each car races around one of these newly-created mini-monitors in whichever of the viewpoints they fancy. You might expect this to have a particularly detrimental effect on the game speed and complexity of texture mapping. But how wrong you'd be, oh faithless one, how shamefully wrong. Things clock along at the same speed with most of the detail you'll have come to know and love in one- player mode (except for the spectators). And that's not all, there are also millions of options to tweak the game to your own style of play. Well not millions, but options at least. And knowing how much you like to hear about these things, we'll detail the most exciting of them right here.



Laps

Set the number of laps you'd like to race across. Short races are for big sissies. Longer races are for real men who aren't scared of mice.

time lag

A more hardcore way of deciding victory is the time lag. Choose a number of seconds from one to ten, and once the time difference between the two cars reaches that number the lead car is proclaimed victorious. Obviously this makes it pretty hard to win if you're playing against someone as good as yourself. Like in Micro Machines.

head start

If you're a dandy show off who can't help but lord it up over your friends at games, you'll love this option. It gives one player a head start, so the other, supposedly better, player has to catch up ground. Not so effective as a spoiling tactic over more than one lap, however.

boost

The option options were made for. This boosts the top speed of whichever car is running second. For starters, this makes it easier to catch up and evens out the odds. And for finishers it increases the speed of gameplay nominally because – and this is the clever bit – one player is always behind the other. Good eh?

lakeside

We've already mentioned the secret hidden Lakeside course, but given the amount of interest in it, we thought it might be nice to tell you about it in a bit more detail. Lakeside appears on the course select screen as soon as you manage to finish the Rally Championship in first place. Your ranking on the first two courses is unimportant, although you must complete them both. Lakeside is a super-tough advanced course set in leafy autumnal surroundings comprising of a series of ultra-tight bends and incredibly narrow straights. Indeed, it's almost impossible to overtake at any point on the track, as slewing off to the left or right bangs you into hard compacted mud ridges which slow your vehicle down to a standstill. But it's worth persevering as an extra-special surprise awaits those who complete Lakeside in Numero Uno position...





Exclusive!! BLUE STRATOS

Sounding like a pair of Gladiators ("...and next up on Death Match we have Lancia and Stratos – another one bites the dust") the Lancia Stratos is actually the extra-special surprise awaiting those who complete Lakeside in Numero Uno position. It may not shock you to hear that this is in fact a new car, one with a turbo powered engine which most mechanics would find quite hard to believe. But just to fox players, even once the Stratos is available to you it doesn't appear on the car selection screen. In order to pick the new car you'll have to learn the secret of pressing Right on the joypad until you pass all the other cars on the select section (or Left if you'd prefer the Automatic version), only then does your favoured transport appear. Needless to say, thanks to its speed and lack of weight, if you're not a particularly good driver you'll never be able to handle the Stratos. But then you'd never have been able to access it either. But for those of you who can't, here are the WORLD EXCLUSIVE NEVER SEEN BEFORE ANYWHERE shots of the very scooter itself.



















One of the easier parts of this extremely difficult track.

Have you ever seen anything like this on console ever before?



Not a link-up game, but a split screen two player jobby, which is just as good. Almost.



AM3 speak!

We are Sega Saturn Magazine. Hear us roar. Such is our power that we have summoned AM3 to our portal and questioned – nay, interrogated – them. It was not an option for them to refuse. Here are their opinions, wrenched from their brains with Rigalian Psych-probes. Our thanks to Rally designer Atsuhiko Nakamura, AM3 producer Tetsuya Mizuguchi and all the other handsome members of the team for being lovely.

SSM: How easy was it to go about converting Model 2 technology to the Saturn with Rally?
AM3: On the technical side we have remade it to a considerable degree. Almost completely. We used the [arcade] graphics to some extent, referring to our original data. But as for the program, the power of the machines is different. The arcade version updated at 60 frames a second - we made it 30 frames which meant we had to make quite a few fine changes in the game's parameters. So, it was almost completely remade."

SSM: There are differences in the ways the Model 2 board and Saturn handle polygons and textures. How can you produce such a close graphical replication on a machine which can't technically handle the polygons displayed by a Model 2 game?
AM3: There are polygon models [from the arcade version] which have texture, but the arcade version has monochrome texture. The polygon count is lower in the home version [but each individual texture can have 16 colours – SSM]. We played the arcade version many times to see the data which is the basis for our programmer and designer.

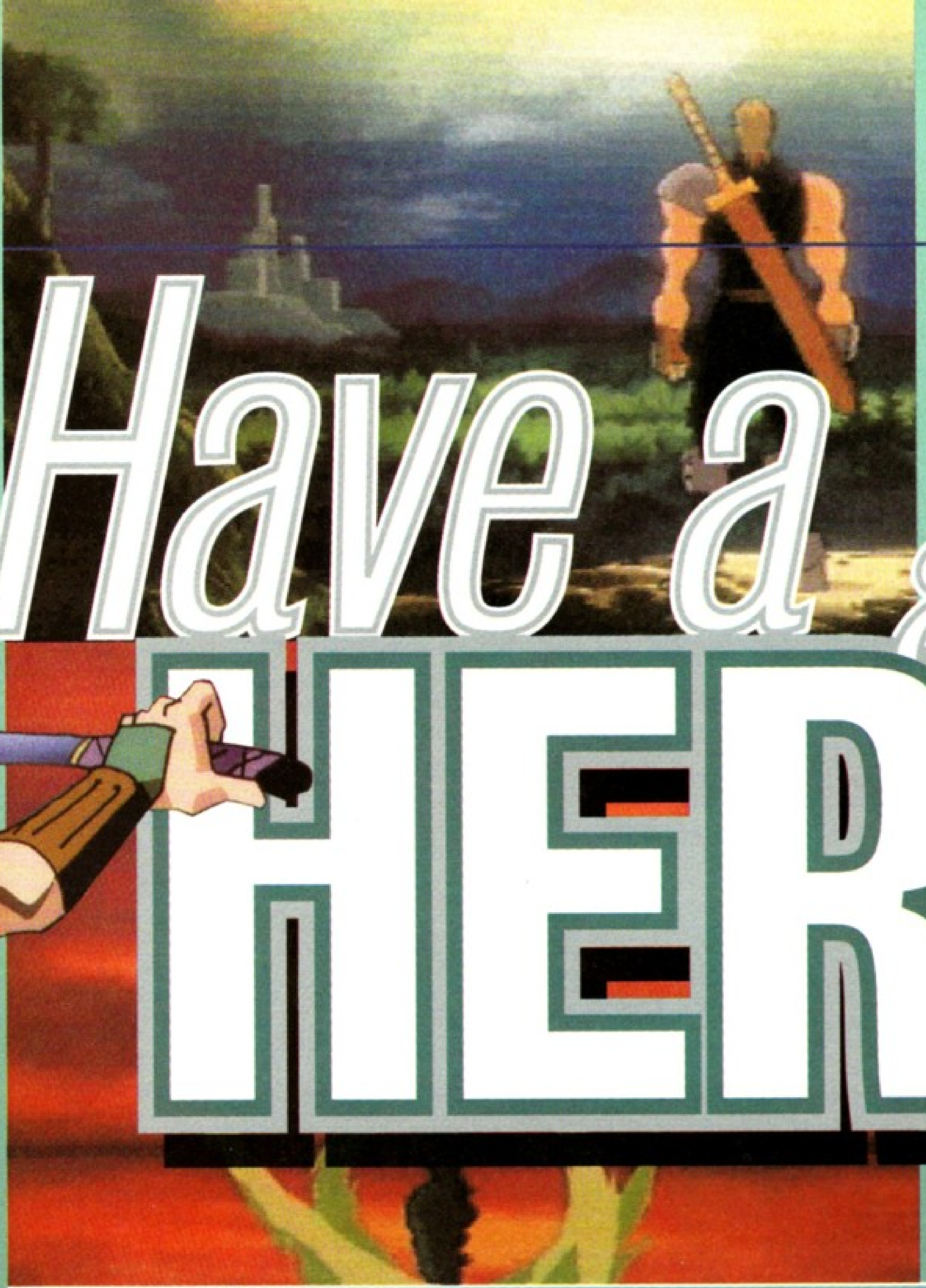
SSM: Rally was produced, incredibly, without the benefit of the SGL OS. Why not? And what differences did this make?
AM3: When we started making the [program] environment, the new operating system had not been completed. We had to go our own way, which took time - the team was good.

SSM: The big question is how did you capture such a feeling of realism in the gameplay?
AM3: Our designers went back to the arcade version and worked out the locations, drew pictures and captured the atmosphere and the feeling of distance. Then there was about two weeks of discussion on their work. During this time they worked on the car settings and we had Mr Yoshio Fujimoto, winner in the Toyota Castrol car to advise us. Then Mr Nakamura, Mr Hattori [conversion team members] and Mr Fujimoto went to the Asian Pacific Indonesian Rally for three days and studied the cars. They actually drove in the cars, saw how they moved and how the settings should be made.

SSM: So it's technically a Toyota Celica simulator?
AM3: They're general - not just about the Celica. They include other details, including Michelin tyres. We didn't want it to become too complicated.

SEGA RALLY IS REVIEWED ON PAGE 78.







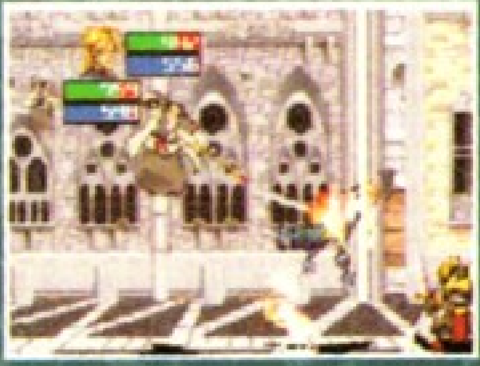


Have a go HEROES

In the past it's been the likes of Dynamite Headdy, Gunstar Heroes and Alien Soldier that have ensured *a golden reputation for Treasure software.* Now, with the arrival of *Guardian Heroes*, they've pulled *another classic* out of the chest. ROB BRIGHT goes in search of a hero or two.



WHAT IS IT WITH JAPANESE CARTOONS? THOSE HUGE ALMOND EYES, THAT GAUDILY DYED HAIR, THE SLAVERING GRIMACES? WHY WERE THE LIKES OF 'DOGTANIAN AND THE THREE MUSKAHOUNDS' AND 'CITIES OF GOLD' OF SUCH MAMMOTH LENGTH? — I MEAN, THEY CONTAINED MORE EPISODES THAN THE ADMIRABLY DUBBED 'HEIDI'! — THESE AND OTHER SUCH CURIOSITIES REMAIN MYSTERIES, BUT THAT'S NEVER BEEN A STUMBLING BLOCK TO THEIR POPULARITY. TREASURE SOFTWARE'S ENTHUSIASTIC USE OF THIS ICONOCLASTIC STYLE HAS SET THEM UP AS LEGENDS AMONG THE GAMING COMMUNITY, AND THIS HIGHLY SUCCESSFUL AND POPULAR FORMULA IS MAINTAINED WITH GUARDIAN HEROES.



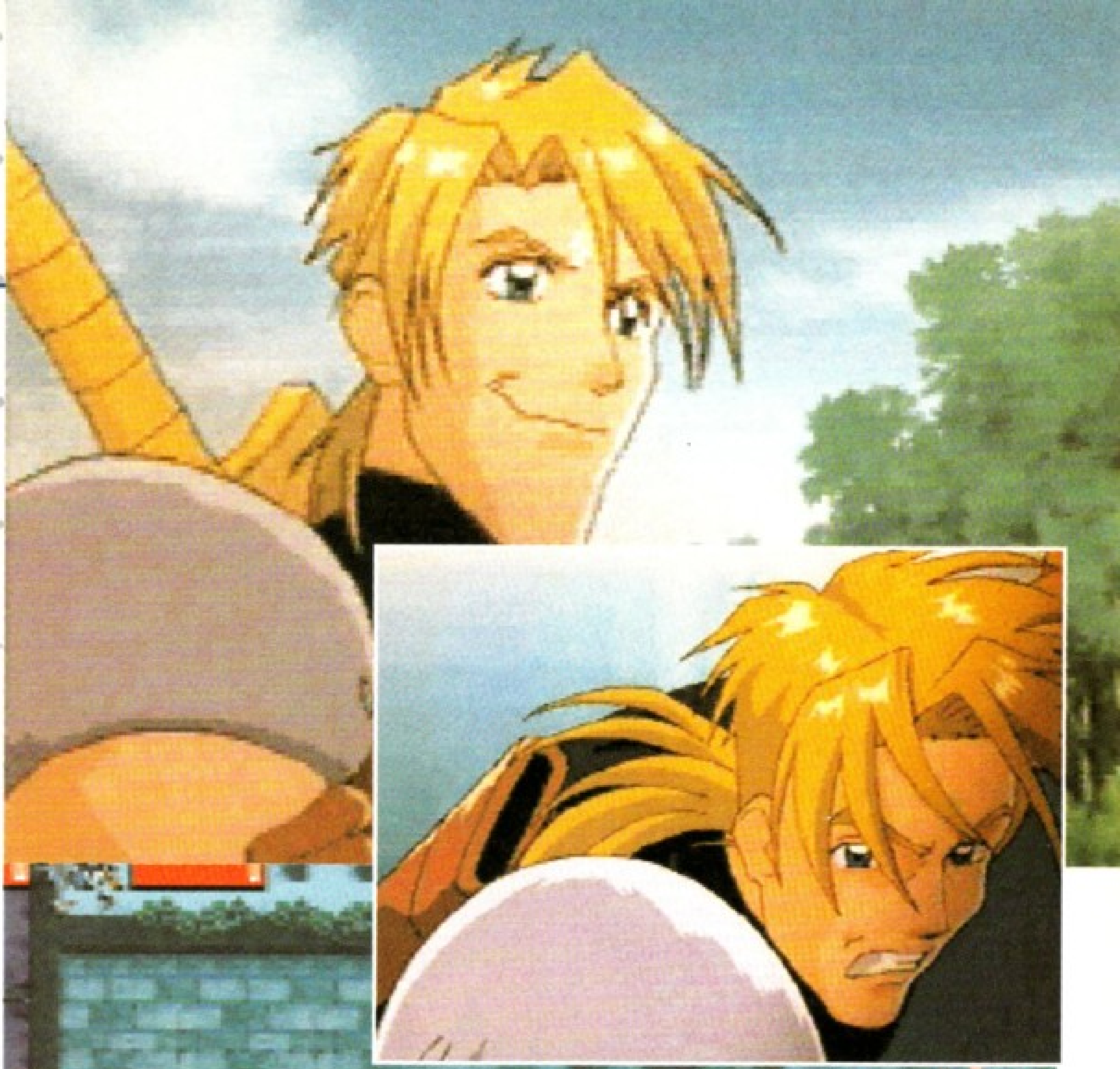
A kidnapped princess, the battle between good and evil, an age of warrior knights and magical wizards — Guardian Heroes contains all of the necessary ingredients for a typical fantasy adventure. But this is no role playing extravaganza. Instead, Guardian Heroes sees a band of youthful rebels beating their way through hordes of armour clad enemies, giant robots, and a corrupt wizard here and there.

Keeping up Treasure's reputation for chaotic gameplay, Guardian Heroes sees one or two players battling it out with literally hundreds of enemies, and they aren't weaklings either. Each opponent has their own power and stamina bar which means if you're doing battle with five or six of them at a time it's like being stuck in the middle of a ruck with a load of Glaswegian beer monsters. Fortunately our heroes are quick on their feet, have a devastating range of moves and even some magic spells up their sleeves.

To top things off there's a versus mode that accommodates up to six players. This is useful for refining combat skills as well as being a damn good laugh. The finishing touches are being put to Guardian Heroes as we speak and you can expect to see it on the shelves in spring. For now though, sit back and relax. Here come the heroes! >>

AN HEROIC QUARTET

Guardian Heroes offers the player a choice of four characters, and while each of them sports the traditionally wide almond eyes and strangely dyed hair, they also possess their very own unique talents that make them the colourful individuals they are. Here's a look at them in action:



HAHN SAMUEL:

The first couple of things you'll notice about Hahn is that he wields a mighty broadsword and that he's mighty broad to go with it. Because his best asset is his strength, he doesn't have much in the way of magic. Just about the only spell he can pull off is the fireball, and hell, everyone can do that! However, after the first boss has been confronted, Hahn is given a new and more powerful sword and this he carries with him for the rest of the game. Some of his talents include a thundering downward slash that practically cleaves enemies in two, a power barge that sees him make use of his ox-like shoulders to storm into opponents with his blade blazing, a side swipe that gets them right in the gut and a spinning swipe that deals with enemies attacking on both sides.











Hahn's range of sword attacks is truly devastating. When making improvements to him don't worry about this aspect of his abilities. Concentrate on increasing his magic power.

RANDY M. GREEN:

Perhaps the most bizarre of the characters on offer is Randy. Looking like Lawrence of Arabia and carrying a staff reminiscent of Moses, Randy has a companion in the shape of a tiny and fluffy bunny. Most of Randy's usual attacks involve the use of his staff. He can wield it like a sword, swiping down on his foes, spin it like a baton and even concentrate a blue energy ball in its tip and prod enemies with it. He can also pull off a rather feeble spinning kick. As for magic, well, Randy has the familiar fireball and lightning spells and a couple of his own thanks to that staff of his. The first of these is a fire storm which sees the energy centre around the staff head and then invoke an eruption of flames around him. The second is a freeze spell. Again the energy centres around the staff in the shape of blue light. This then transfers to the ground around his feet. Any enemies standing on it go as frozen as ice pops and it's then simply a matter of bashing them to bits. But what of the bunny? Well, it goes all aflame and hones in on enemies!















That bunny is one of most bizarre things you're likely to see in this game. A spontaneously combusting rabbit?! I ask you!



Nicola releases a power beam. Any enemy within its range is catapulted into the air!



This is the first boss to materialise. The only character that can beat it is the bodyguard.

NICOLA NEIL:

As far as physical strength is concerned, Nicola is far from impressive. In fact she looks like she'd have trouble karate chopping tissue paper. Her donkey kick and punch are both equally puny and aren't really worth bothering with. But where Hahn has physical strength, Nicola has psychic strength and plenty of it as well. She can regularly summon up a power beam that damages any enemy standing near her and whimsically release stars with her wand at any moment, although these don't cause that much damage to opponents. What Nicola does best though is cast spells. She has four in all and these include the standard fireball, a green dome spell that surrounds her and protects her from attack, deceptively cute pink stars that transform into a pink glow beneath her feet and smiley faces which she summons with her wand and which leave enemies dazed.





Using the hidden power of the BPM, this rave diva summons up smiley faces with her smiley wand. Wicked, sorted etc.









IBUSHI GINJIRO:

Ibushi is probably the most well balanced of all the characters. I don't mean that from a psychological perspective you understand but in terms of the mixture of physical and magical abilities. His ninja agility makes him stand out from the crowd, what with his roundhouse kick that is capable of taking out about five enemies at once, his spinning punch that sees him twirling like a ballerina, a speed punch that would put fly weight boxers to shame, the ability to throw, a jump kick and a rather impressive spinning kick that he executes in mid-air. As far as spells go, Ibushi has both the fireball and lightning spells like Nicola. Two spells unique to him are the teleport which sees him disappear in a rush of static and reappear somewhere else (something which is useful for escaping the onslaught of a crowd of marauding soldiers), and an electric storm which releases a trail of current.

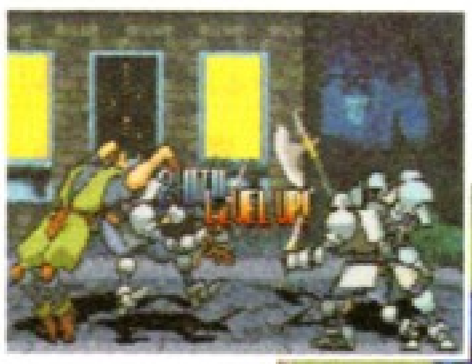














He looks a bit like Robin Hood really doesn't he? Apart from the purple hair of course. By the way, if you're wondering why he's turned blue in the shot on the left, it's because he's about to do his teleport spell.









THE BODYGUARD

So you're looking at the screen shots and you're wondering who in the damnation of beelzebub that big fella in the golden armour is eh? Well, he is quite simply a guardian hero and his job is to do whatever you command. He arrives in time to defeat the first boss and stays with you through thick and thin afterwards. There is an option which gives players the choice of where to position him. If you're a bit yellow for example, you might want him placed in front of you so that he can hack through any enemy approaching. Or alternatively, you might want to position him behind you to check for sneak attacks from the rear. Don't think though that having him around means that you can take time out to have a spot of packed lunch. The dark forces approach thick and fast in Guardian Heroes so you're gonna have to get involved in the blood and guts of battle whether you like it or not.



Where to position the bodyguard is activated by using the thought bubble. Tough as he is though, he takes a bit of a beating when the old wizard turns up. He doesn't have much to say for himself either. Still, look on the bright side — he's not Kevin Costner.













HOME IMPROVEMENTS

Every time a level is complete a screen comes up which gives you the chance to improve on your characters abilities. Obviously, because it's all written in Japanese, it's a bit on the tricky side to understand, but a touch of honest-as-Tommy common sense leads us to believe that it enhances your physical strength, your speed, stamina and the power of your spells among other things. In fact, of the later we are more than sure because as you increase the power of your spells they grow larger and naturally more devastating.

















There are lots of animated sequences in Guardian Heroes. They mostly occur after a level is complete and are totally unintelligible, written in Japanese as they are.

Guardian Heroes









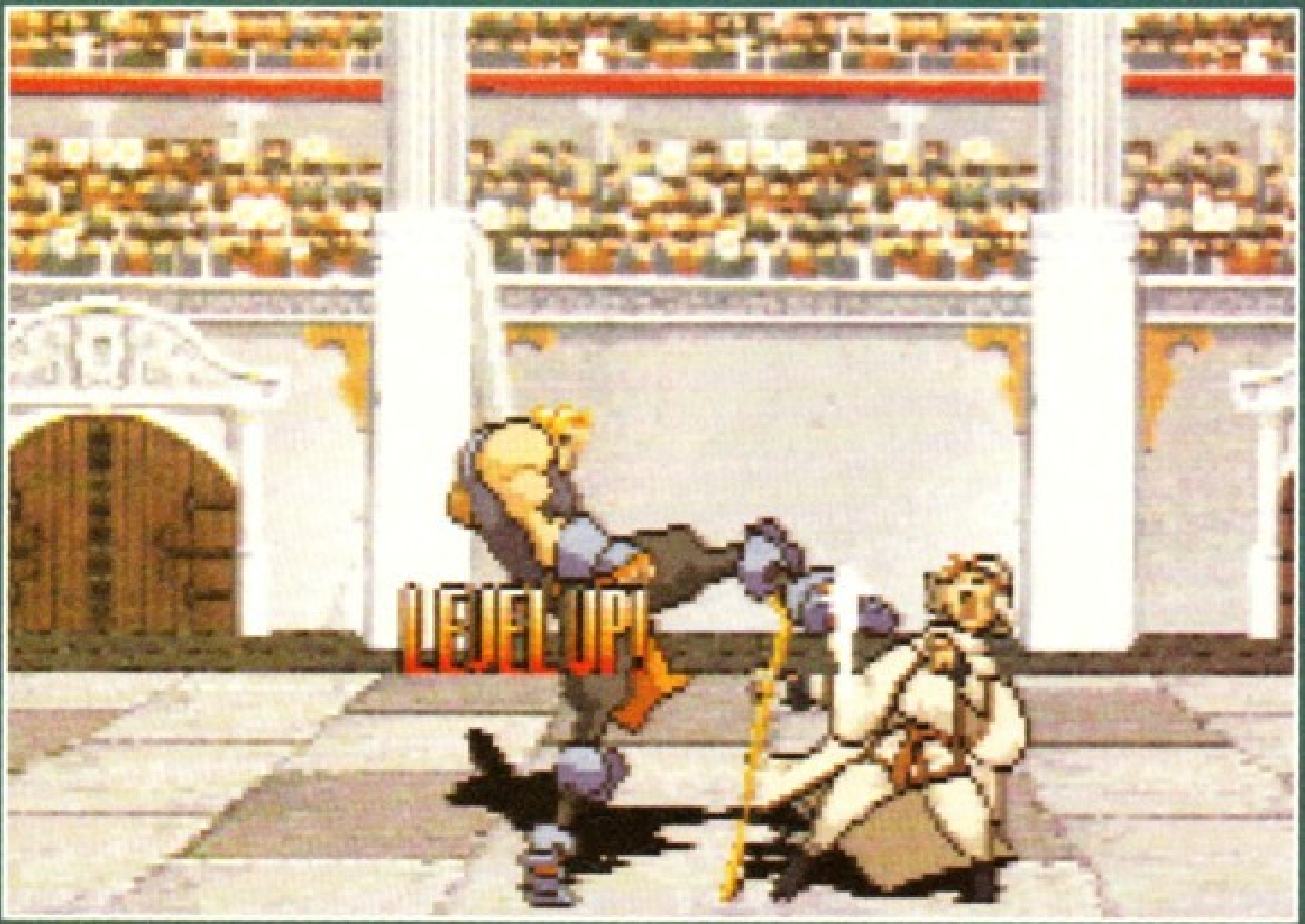






Sometimes the action on screen gets so chaotic you'd think you were caught in the middle of a scene from Braveheart. At times like this simply press all the buttons





Yeah yeah, you might well be giving young Randy a good pasting but just you wait until that bunny gets going. It's a natural born killer I tell you! Beware the bunny! Beware the bunny!

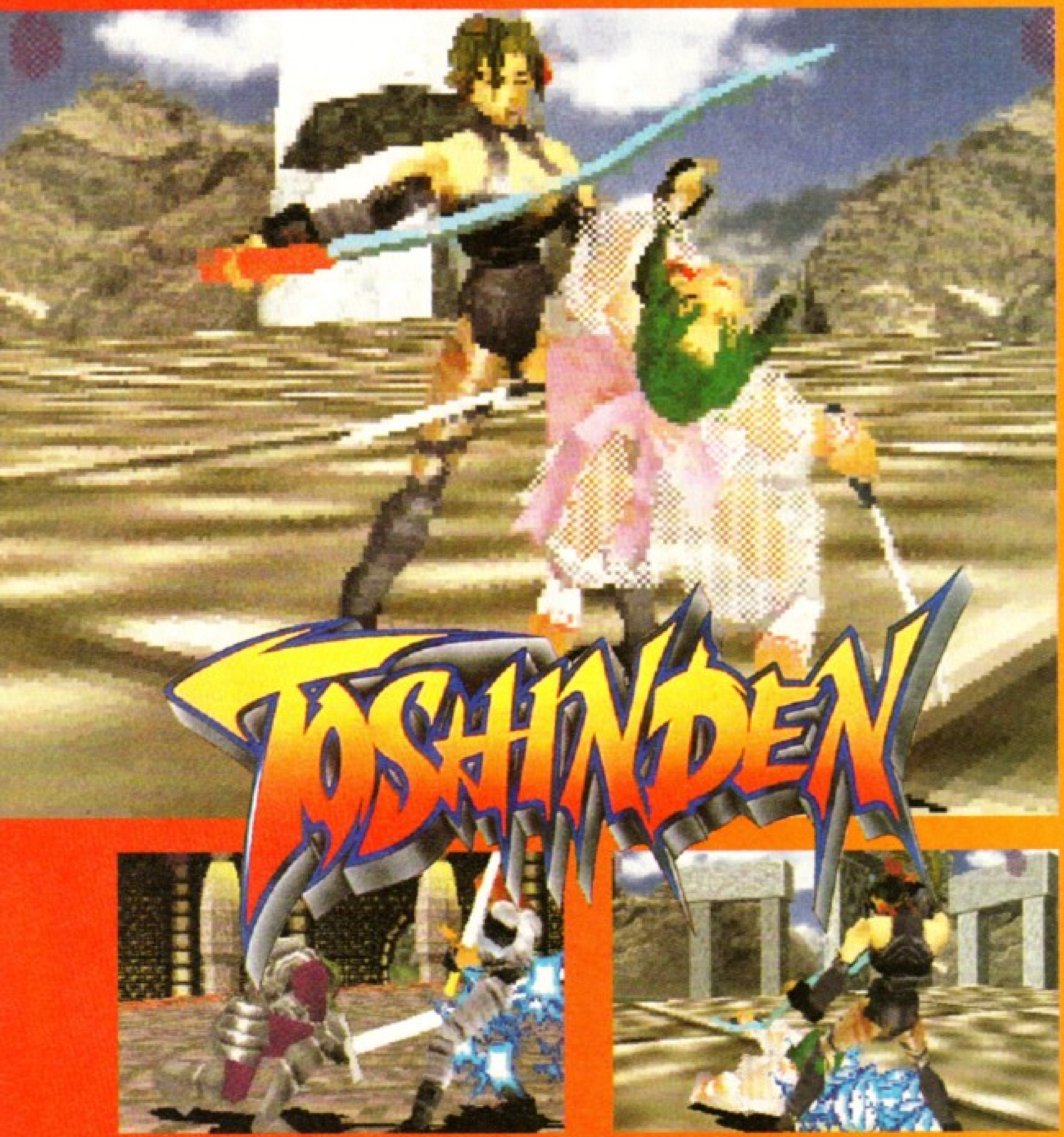
AND THERE'S MORE!

As if a full scale platform beat 'em up wasn't enough to keep your blood lust satiated, Guardian Heroes also includes a one-on-one beat 'em up. Well, I say one-on-one but you can actually have six players fighting at one time in an all-against-all battle bonanza! The moves each character is capable of are the same as those they have in the platform element of the game. Even Randy's little bunny gets involved in a bit of scrapping, and because the furry little blighter is so small and difficult to hit it often wins as well!





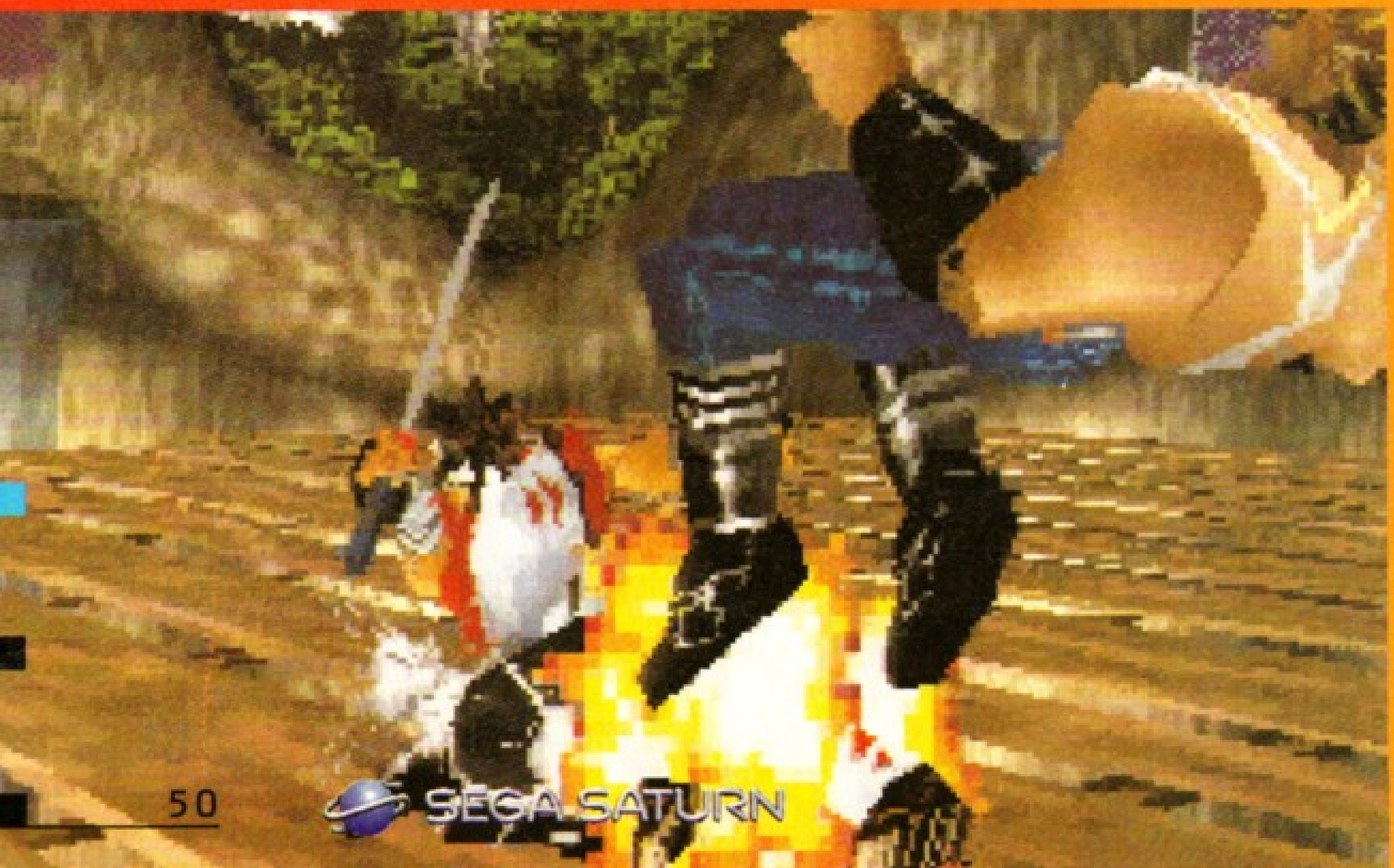
Renowned as the *first beat 'em up* to dip a tentative toe into the next-gen console market, *Toh Shin Den* established itself as the initial standard bearer. Naive days indeed, and since then Toh Shin Den has found itself floundering amid its *esteemed successors*, Virtua Fighter and Tekken. *Can it still cut the mustard* on the Saturn? ROB BRIGHT gets out the Colemans and takes a look.











There was a particular species of fight back in my school days known as the 'you throw the first punch scenario'. It's one that might be familiar to many of you. This is where both antagonists had arranged a fight, but when it came to the crunch, were more than a little reluctant to get on with it. They would normally be heckled by the blood thirsty crowd until it was either abandoned, or one of them made a surprise attack while the other was walking away under the assumption it was off. Ahhh. The brutality of childhood eh?

Alternatively, inviting one of the characters from Toh Shin Den to throw the first punch would of course result in getting hit. There are no lurking pacifistic tendencies or hints of yellow in this band of rough and tumblers. No sir! All eight characters pride themselves on their fighting skills. After all, they wouldn't go getting themselves in one-on-one combat otherwise.

As the punters have come to expect from the new league of 3D one-on-one beat 'em ups, each character has a vast range of moves to exploit and their own surprise specials at hand. Each fight takes place in a specially designed battle arena. Beyond this you'll find a fathomless drop so don't think running away can save you. To top things off, Toh Shin Den comes with its fair share of hidden characters. Do battle with these and even play as them as well. Just remember to throw the first punch ok?

>>



Kayin demonstrates how to make a big splash on the dance floor with his Travolta splits!



Rungo gets ready for a surging upper cut while Duke desperately tries to make friends.







You want some?!

EIJI SHINJO

Eiji is what you might call the standard combatant in the same way that Ryu tends to be in Street Fighter. He looks quite a lot like him as a matter of fact. Eiji's weapon is the trusty sword which he is particularly adept at using. His specials involve a blazing thrust with the sword and a fireball which emanates from the end of his sword. The nimble fella also does a rather useful sliding attack which trips up his opponents. Eiji's special when under pressure is a combination of sword moves and an upper cut which works to excellent energy draining effect. Eiji and Kayin tend to be the most well balanced of the competitors mixing agility and speed with a good measure of power.







KAYIN AMOH

Kayin's moves and style are similar to Eiji. Both of them use a sword and both of them have a penchant for fireballs. One of Kayin's most impressive moves borrows a bit of inspiration from Jean Claude Van Damme by twisting 180° into the splits! If he does this special while in mid-air he does a gymnastic flip kick instead. His other special involves a forward thrust with his sword which works in a very similar way to Eiji's, and sees him charging furiously at opponents with his sword blazing. The most visually satisfying move from Kayin is his combo which has him do his splits attack three times in a row followed by a flip kick! Kayin has made no plans to have kids by the way!





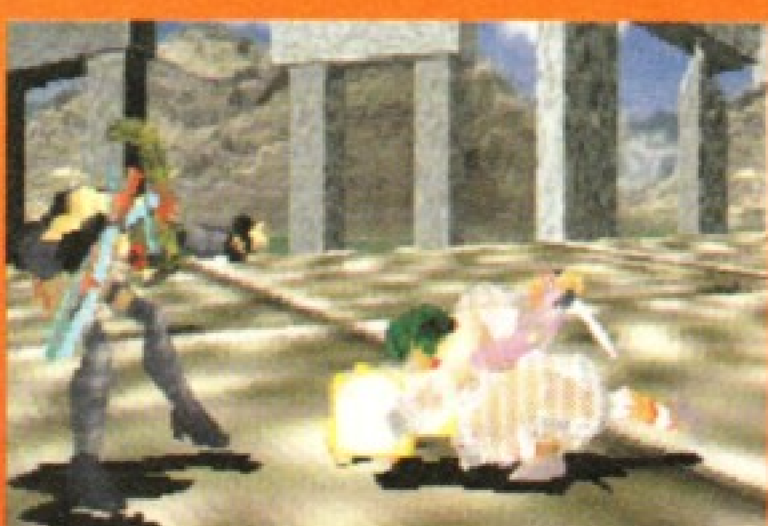


TOSHINDEN



















Are you sitting comfortably? Good. Now it's time to enjoy a stunning sequence from Toh Shin Den. Here we see Duke making the most of his special thrust attack. In this he pounds his opponent (in this case Kayin) with a series of repeated blows. Even if his opponent blocks or dodges Duke is still able to attack them because though some magical ability he's locked on to them.







MONDO

Dressed in regal purple robes and carrying a tall staff, Mondo cuts an aristocratic figure. His moves are equally refined displaying a regimented and precise style of combat. The first of these proves the dexterity of the man's hands with the staff spinning like a rotor blade into opponents. The second special is similar but this time Mondo jumps into the air with the staff spinning in a kind of upper cut. Also, if you repeat the special while he's in mid-air, he hangs suspended and throws down a fireball. One of Mondo's tastiest moves though is his impaling throw which sees him lift the unfortunate opponent up on his staff and swing them round a bit!







SOPHIA

Looking like a Tory politician's nemesis, Sophia is clad in black leather and uses a whip as her weapon. There are a few special attacks she can do with it. Firstly, with a bit of whip lash she releases a blue ring which bounces towards her enemies like a hula hoop. Her second special sees her spinning towards opponents like a ballerina with her whip twirling away. In her best special though Sophia releases a furious barrage of combination attacks that would put Indiana Jones to shame. Sophia is one of the most agile competitors in the game, something demonstrated by her thigh kick which sees her bring a leg over her head and tonk her surprised adversary on the head!









DEMI-GOD OR SEMI-SPOD?

A one-on-one beat 'em up without special moves makes about as much sense as floating like a butterfly and stinging like a flea. With Toh Shin Den, players have a choice of whether to have the characters special moves at the touch of a button or whether to use a combination of pad movements and buttons to pull them off. It's better to do the later because this leaves buttons free for the usual punch and kick moves, and besides, we're not feeble nancy's who can't handle some dexterous pad control. Yeah!













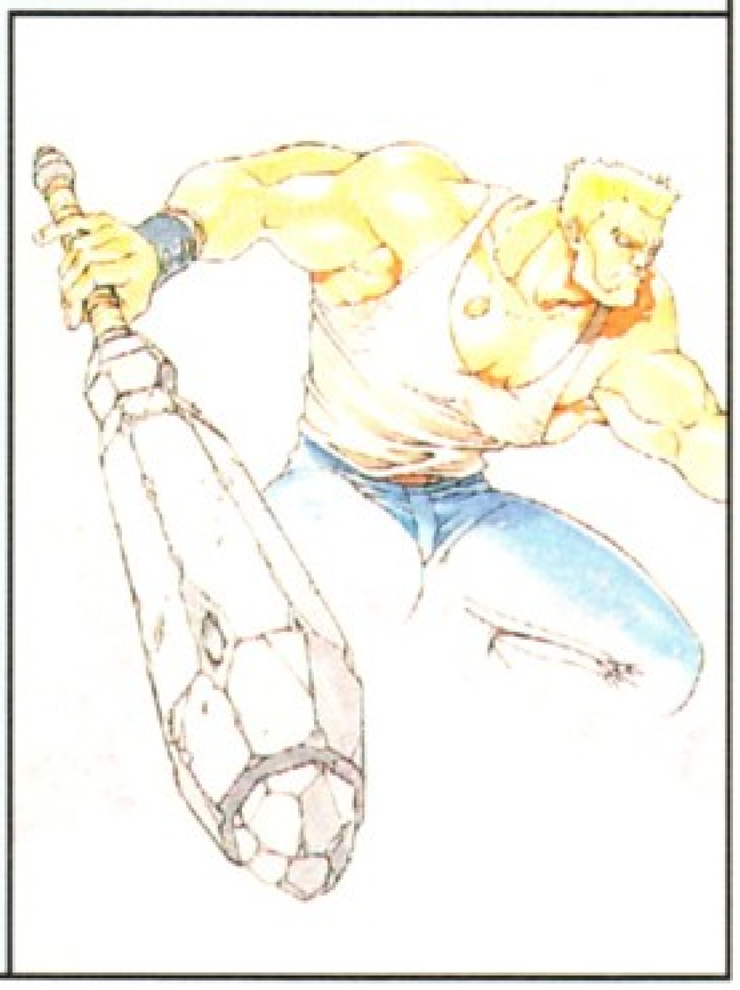




RUNGO IRON

Whatever Run Go lacks in speed he more than makes up for in size. To compliment his huge physique he also sports a gargantuan stone club. He makes use of it by crashing it against the floor to cause a chain reaction of flames which trail out towards his opponent. Another of his specials is similar to this except after pounding the ground with his club a fireball rises up catching his opposite under the chin. Other tricks with his weapon include simply bashing opposites over the head with it, a power barge where he uses his shoulders to drive into opponents before swinging his club round into them, and a power jump which counters attacks from the air and is accompanied by a sufficiently primitive roar.





FO FAI

Old he might be, but Fo's grandad wisdom and pensioner cunning reveal themselves in his special moves. This is of course helped along by his lengthy razor claws which gouge away at his assailants. But by far Fo's most useful attack is his giant blue fire sphere which he can use in two ways. He either aims it out in front of him or — much more fun — climbs on top of it and rolls it forward into his opponent. Another of Fo's specials is his lightning jump which sees him leap and claw anything threatening to descend on his mediative frame. In fact, Fo is fairly agile for an old codger, as is exemplified by a move like his diving trip which whips away the feet of his assailant.





HIDDEN CHARACTERS COME ON DOWN!

There are three hidden characters in Toh Shin Den and there may well be another but we haven't found it yet. The three we've found are Cupido, Gaia and Sho. Sho uses moves very similar to Eiji and Kayin but is considerably stronger. Gaia is a huge kind of cyborg capable of enormous fireballs and sporting a couple of arms that lurch out from its shoulders. Finally, there's Cupido, a sort of catwoman who carries about her person a rather large scythe which she seems fond of impaling people with. Each of these characters also has their own stylish arena, so why not admire the view before you get the crap beaten out of you!

























ELLIS

Judge Yoda by his size would you? Of course not. By his GCSE results maybe but that's another matter. The same goes for Ellis, a petite fighter but mean with it. Ellis is the most nimble and agile of the competitors in Toh Shin Den, and she couples this with expertise in handling a pair of daggers. Ellis actually spends much of her time in the air, whether it's her lightning attack in which she whizzes about and into her opponent, or her thrust attack which works in much the same way as Eiji's and Kayin's. Another of Ellis's specials is a dagger lunge where she extends her short reach with a slight leap.





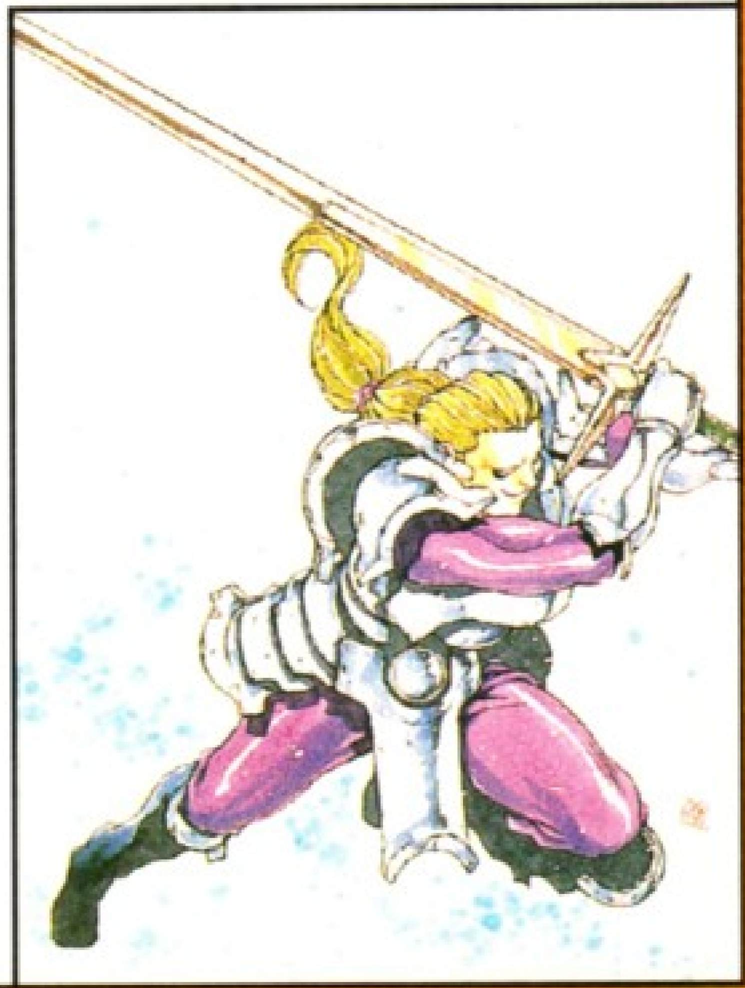


DUKE B RAMBERT

Wielding a sword the size of a small motorway, there's no prizes for guessing what Duke does best. All of Duke's specials involve his sword, whether it's spinning on the spot before executing a downward lunge, barging into opponents and doing a somersault before sinking his blade in, leaping into the air with his sword looping up, or making a downward stab from mid-air which really takes the life out of his opponents. Another of Duke's characteristic moves involves grabbing adversaries around the neck and bringing their head down on to his knee. Because his sword is so long Duke has an admirable reach which tends to give him an advantage over those opponents who don't have fireballs.







TOSHINDEN







Ellis goes a-spinning while Sophia makes ready her whip to offer the whipper-snapper another lash.



That amiable old codger Fo demonstrates his diving lunge which trips up the unsuspecting Kayin.









(Above)Sophia lets Mondo know that she's not happy with his staff. (Right above)Fo shows off his latest trick crawling along his fantastic bubble! (Below right)Rungo and Duke get man to man with weapons the size of Bournemouth!









"When the seagull follows the trawler it is because it thinks fish are going to be thrown"...Hmmm. Not quite Plato admittedly, but then *a footballer's genius* starts and ends in his feet. *EA,* those veterans to the sports sim, kick off on the Saturn with *FIFA '96.* **ROB BRIGHT throws a philosophical eye in its direction.**

The People's Theatre













The keeper is up like a cat! Player's can choose between manual and automatic keepers. If you've any sense you'll pick the automatic one.





Here's all of the leagues on offer. The stylish Italian game, the fast English game and the, err, Malaysian game.



As well as international sides, you can also select club sides. Here's a match up of two Premiership giants.

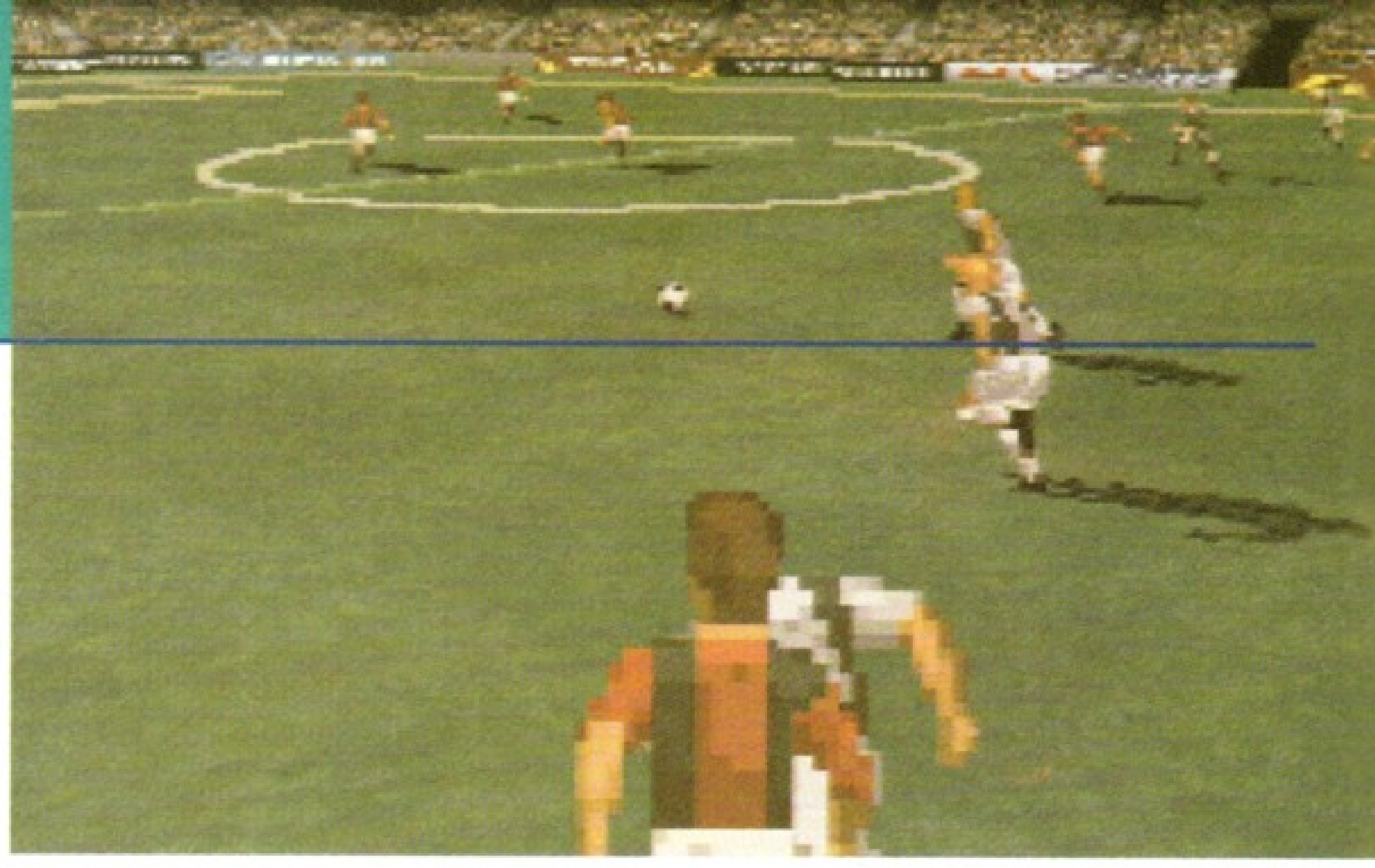




STRANGE THINGS SEEM TO BE HAPPENING IN THE PREMIERSHIP THESE DAYS. ON THE ONE HAND WE'RE SEEING SOME AMAZING FOOTBALL THANKS TO A NEW GENERATION OF YOUNG PLAYERS AND ALL OF THOSE CLASSY FOREIGN IMPORTS. ON THE OTHER, BRITISH TEAMS ARE STILL A BIT OF A DISASTER IN EUROPE CULMINATING IN THE HUMILIATION OF BLACKBURN IN THE CHAMPIONS LEAGUE. EXACTLY THE REASONS FOR SUCH CONTRADICTION IS A TOPIC FOR THE PROFESSIONALS AND THE PUB WISE.

But no matter how bad the national game might get, the disillusioned fan can always take comfort in playing his disappointments away on a footy sim. With FIFA's arrival on the Saturn, it looks like the benchmark for such games has been established. Essentially it's no different from its popular outing on 16 bit, although naturally there have been improvements in speed and graphics, as well as incorporating a much wider range of teams from international to club level.

But you can take a sim with all of the options and teams imaginable, it means very little if the gameplay is a shambles. FIFA '96 looks like it's managed to dodge that particular trap and, like the charismatic Cantona, would rather play football.

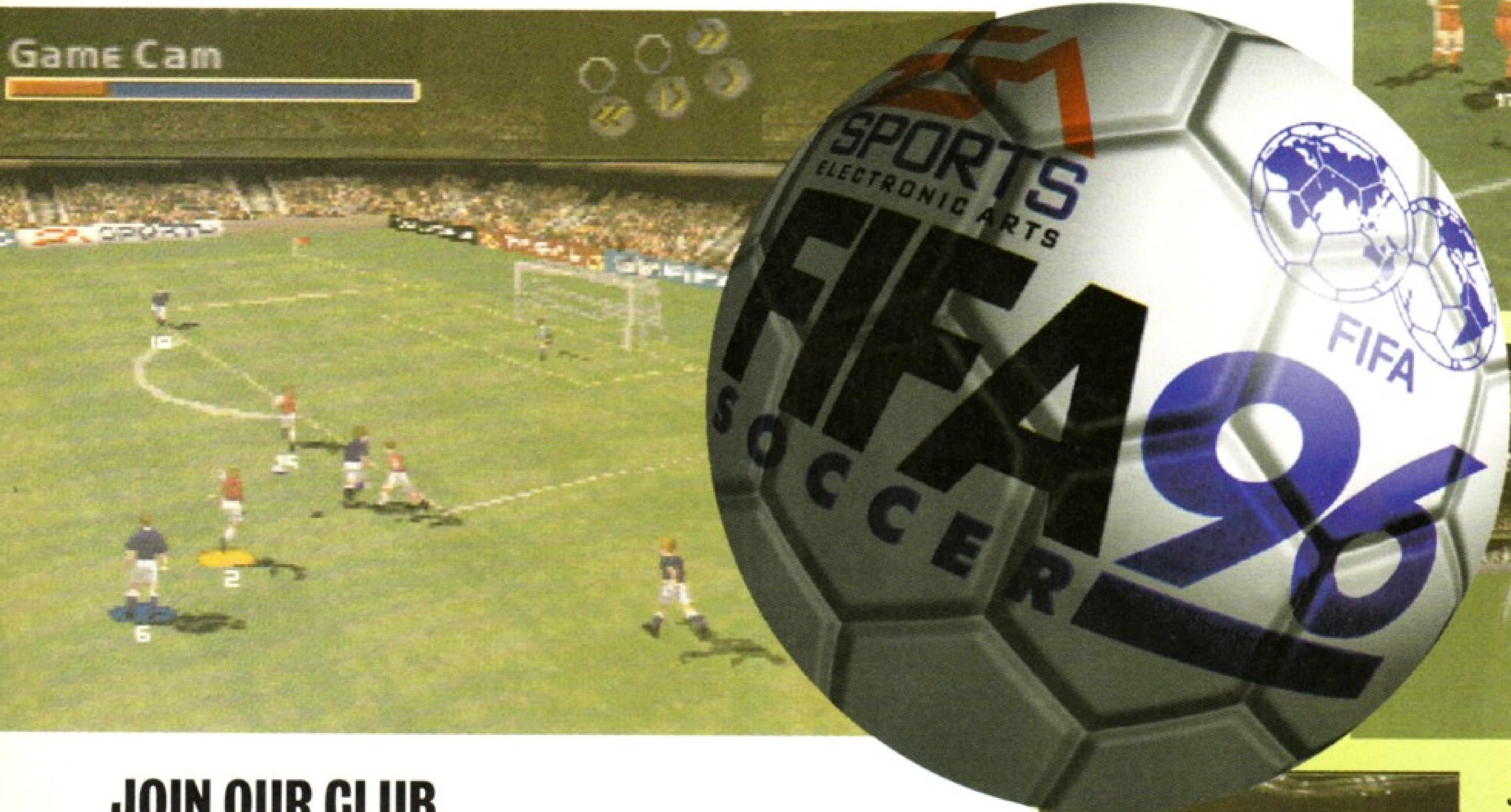


TACTICS LADS TACTICS!

As has become the norm with football sims, FIFA features plenty of options that enable the player to alter how the team plays. In fact FIFA have kept the same system of team coverage, team strategy and team formation as they used when FIFA was released on the 16 bit machines many moons ago. These options decide whether you want to play attacking or defensive football, in which areas of the pitch to concentrate your players, whether to use a sweeper system and so forth. Naturally there is also the opportunity to make substitutions, choose between automatic or manual goalkeepers and decide on how many genuine football rules like offsides and fouls you'd care to have.

(Right)Liverpool celebrate a victory over Blackburn. No surprises there then.





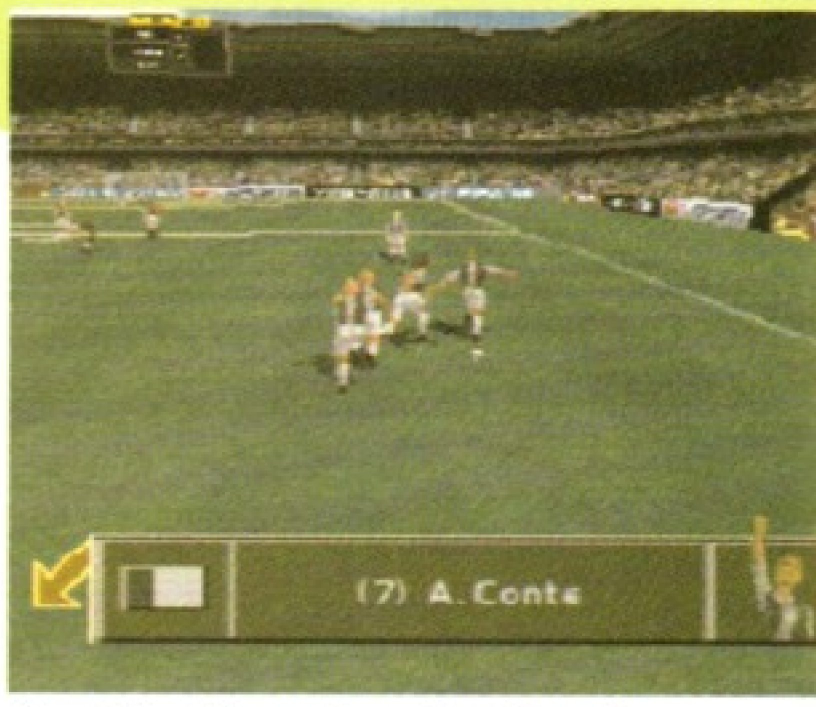


JOIN OUR CLUB

As well as featuring a fine selection of international sides, FIFA '96 also comes with the best of the club leagues. Well, I say the best but for some bizarre reason the programmers have decided to include the Malaysian league among this bunch! Anyway, the great thing about having proper club sides is that you're able to play an entire season. Not only this, but all of the real players are in there (according to 1994-5 season). EA have also included all-star teams so you can play one of those long forgotten England V's The Rest of the World style matches.



Juventus celebrate going ahead over AC Milan. There are plenty of celebration styles for the discerning player including the infamous Klinsman dive!





Those in the know will recognise that according to FIFA '96 Schwarz is still in the Arsenal side. If only it were true.

Strong midfield? Then in team coverage you want them dominating most of the park.



The Arsenal team line up in typically regimented fashion.



'Everything I know of morality, I know from football'. So said Albert Camus, existential novelist and an international goalkeeper. 'Come on then you slags'. So said Vinny Jones. A git.







FOOTBALL FOR ARTS SAKE

Is football an art form? Ultimately it depends on who you're watching. If it's Le Tissier then we're talking Byron, but if it's Vinny Jones then, well, it's Sunday league football at its best. Fortunately there's none of that kick 'n' run tedium in FIFA '96. Each player is gifted with hundreds of frames of animation which means those volleys, diving headers, bicycle kicks and serene set pieces all look as beautiful as they deserve to.









Two players up for a header. A photograph will probably be taken of this piece of action and the image will end up on the front of Birthday cards everywhere, providing of course the players are all from the Seventies.









(Left)The two great giants of international football, Brazil and Italy, battle it out in another classic contest. All of the players you saw in World Cup USA are there: Romario, Baggio and Babeto among others.





FOOTY-V

FIFA '96 comes with a media coating to give the impression you are participating in a televised match. That guru of armchair football John Motson does much to invoke this atmosphere, as do the seven available camera angles and the instant replay facility. Motty's commentary succeeds where so many other attempts have failed by keeping his comments to a minimum — the name of a player here and there and the occasional burst of enthusiasm. It's a shame he can't be more like this in real life!





Shield the ball lad! That's right, stay goal-side! Work it! Work it! Use the space!

Use the back door! Alright, square ball mate! If in doubt kick it out! Have a crack! Etc.





Greetings. I come from a distant land known as Aralafalfa. Once, we lived in peace – a happy sort of lot, with little to occupy ourselves except **peace, love and understanding.** That was until Criyanklost came along. Between him and his one-eyed adorers, he's managed to break our happy home into tiny bite sized chunks. So, me and a few others are gonna **start a revolution man!** We're gonna fight in the streets, in the schools, in the pub after closing time – you name a place, we'll fight there. What's that? You want to join? Well, you'd better see our leader, SAM HICKMAN. She's the one in the hessian sack, peddling strange healing herbs in the corner.

Murder, Mystaria Suspense.

OKAY THEN, SO THAT'S NOT STRICTLY TRUE. BUT YOU KNOW WHAT I'M ON ABOUT DON'T YOU? MENTION THE LETTERS R, P AND G TO ANY GAMESPLAYER AND CHANCES ARE THEY'LL START RABBITING ON ABOUT LANDS FROM AFAR, KRULL POTION NUMBER FOUR AND THE HALLOWED ANGEL SWORD. THEN SHORTLY AFTER THAT, YOU'LL BE MAKING YOUR EXCUSES TO LEAVE. BUT HEY, THERE ARE A FEW RPGS WORTH PLAYING AND GODAMMIT, SOMETIMES YOU CAN EVEN GLEAN ENJOYMENT FROM THEM.

Take the Shining Force series. Why, these alone still make the Megadrive worth considering, even though it is fast approaching its 'evening' years. In fact, it's quite likely that some people bought the console for these titles alone – the depth of play and sheer lastability certainly make it a worthy purchase, and in its day set a standard of adventure that was unequalled on the Megadrive. Which is probably why Mystaria has basically lifted the main concepts in the game, twisted them around a bit and pilfered them for use on the Saturn. All very well and good, you may be thinking, but what exactly does this mean to me, Virtual Techno kid of the twenty first century? Is it a next generation product, or what?









ONCE UPON A TIME

Well, we'll come to that bit later. First, let's have a little bit of story. Once, there was a land called Mystaria. And everyone who lived there was a happy, funny, lively sort of chappie. There was no fighting, no poverty, just good old peace and harmony. Which, as a matter of fact, suited the people that lived there just fine. The queen did her yearly rounds, gave her annual speech, and the people did indeed look up to her. But, in the true spirit of the modern monarchy, corruption reigned supreme and when an evil tyrant named Bane came along demanding control of the country, the Queen fawned at his feet and handed over complete rule to him. Which, looking back on it, wasn't a very good idea, because since then, Mystaria has been a terrible place to live – you can't say what you think for fear of reprisal from one of Bane's cronies, and everyday life has become an endless string of toil and trouble. But there are a few people determined to stand up to this dictatorship and together, they might just have a slim chance of doing something about it. And that's why they've decided to team up and fight the forces of the dark side.





Although it's a strategic type game, each character can only move around within a certain area, like in Shining Force.



ALL FIRED UP

Once the warriors have got to know each other a bit, they decide that the best thing to do is go in search of the evil Lord Bane. However, this proves to be a little more difficult than they previously thought, as Bane has posted many soldiers in the surrounding area. They decide to pay a visit to his castle, but to get there, they'll have to cross a treacherous forest filled with merciless warriors. The band do their best to fight off the enemy, but with little experience, no manpower and few weapons, they find their attacks are almost useless. To make things worse, Juza. Bane's protector, turns up in the forest for a bit of a gloat, and try as they might, the warriors can do little to damage his devastating power. So, to rub things in a bit, he casts a huge fireball over the land. This destroys everything it touches – except for the warriors. They're immediately taken prisoner in Bane's castle. where they're left sweat it out for a while.

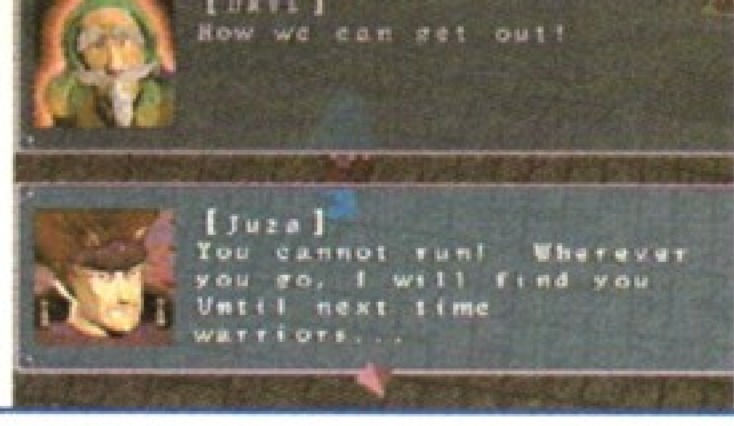


As soon as you choose your method of attack, the game switches into this 3D mode, where you'll see your move being played out.

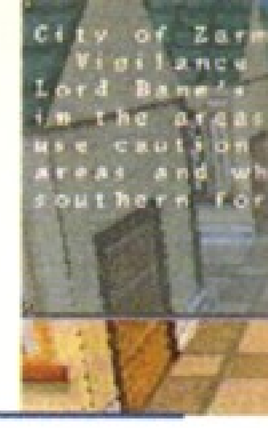




After facing the guards in the forest, the warriors are taken prisoner in Juza's dungeon. How will they escape without the help of an insider?





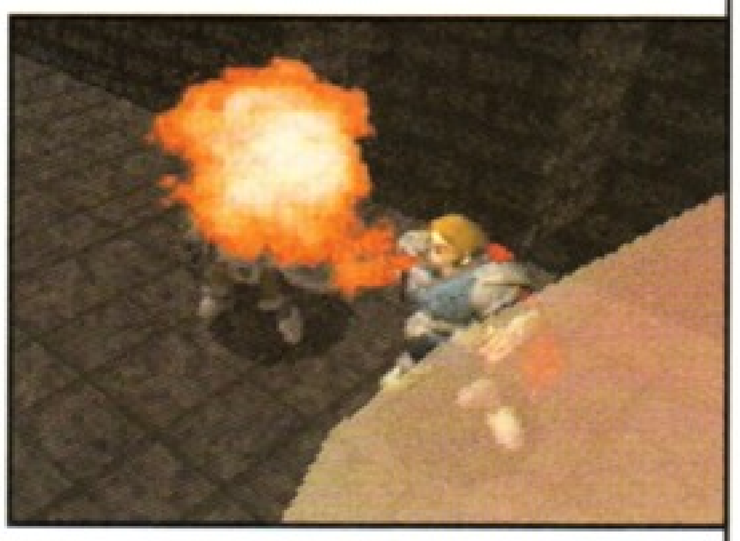


AH! I'VE BEEN WAITING FOR YOU...

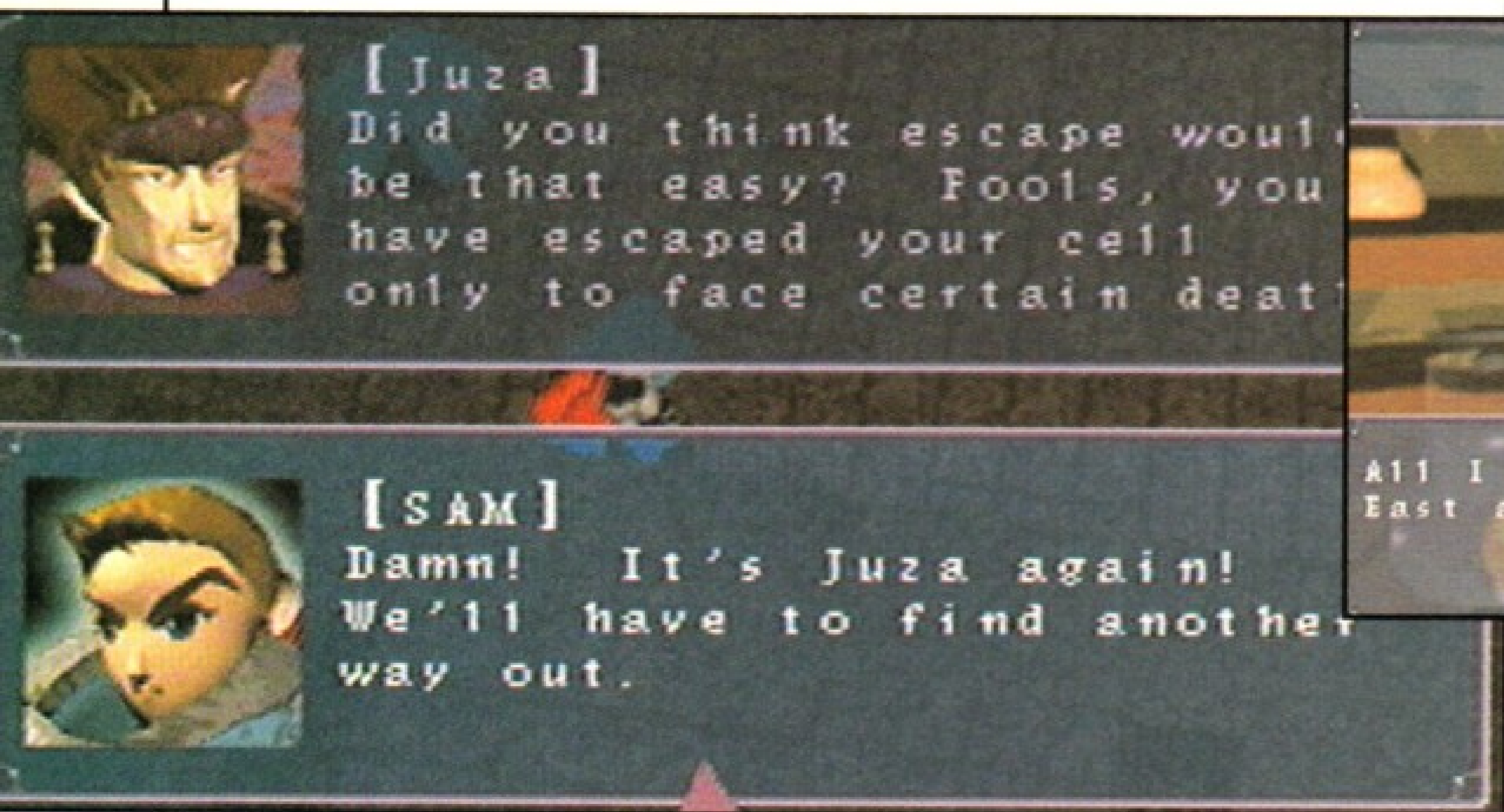
So. After just one battle, it seems as though the warriors' days as vigilante fighters are over. But wait! Three of Bane's men have defected from his camp and have taken it upon themselves to rescue the group. They've pilfered the keys to the dungeon and have urged the party to make a break for it into the surrounding hills! Of course, they have no choice but to follow Bane's traitors and after a quick discussion, Katzhai, a ninja crow, Aletha, an ace crossbow handler and Raiko, a young ninja, join the group. There's plenty of guards to destroy along the way, and after locating the whereabouts of the dungeon key, the heroes decide to make a break for it. But wait! Juza has once again located the warriors and appears just in front of the staircase exit! This time he's hopping mad and determined to destroy the warriors once and for all. Luckily, Hector discovers and alternative exit and once again, the warriors have escaped by the skin of their teeth.



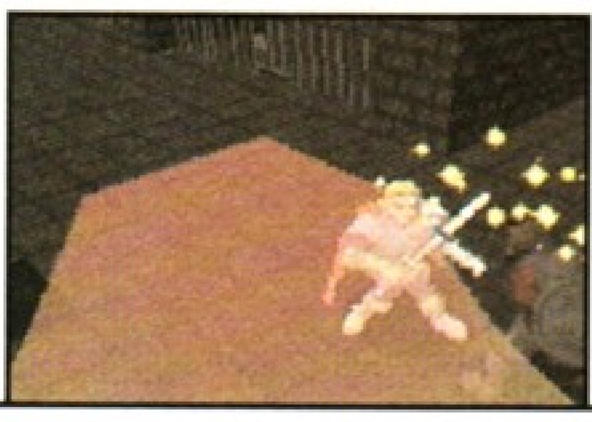
It's best to make sure that the weaker fighters are surrounded by stronger ones.

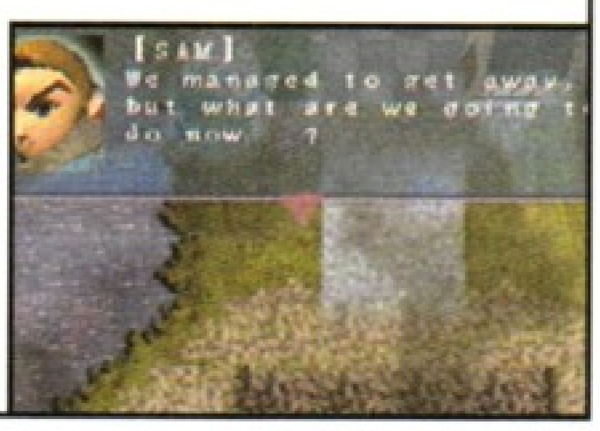


A fireball is one of the easiest and most effective magic spells to perform.









G'DAY MATE!

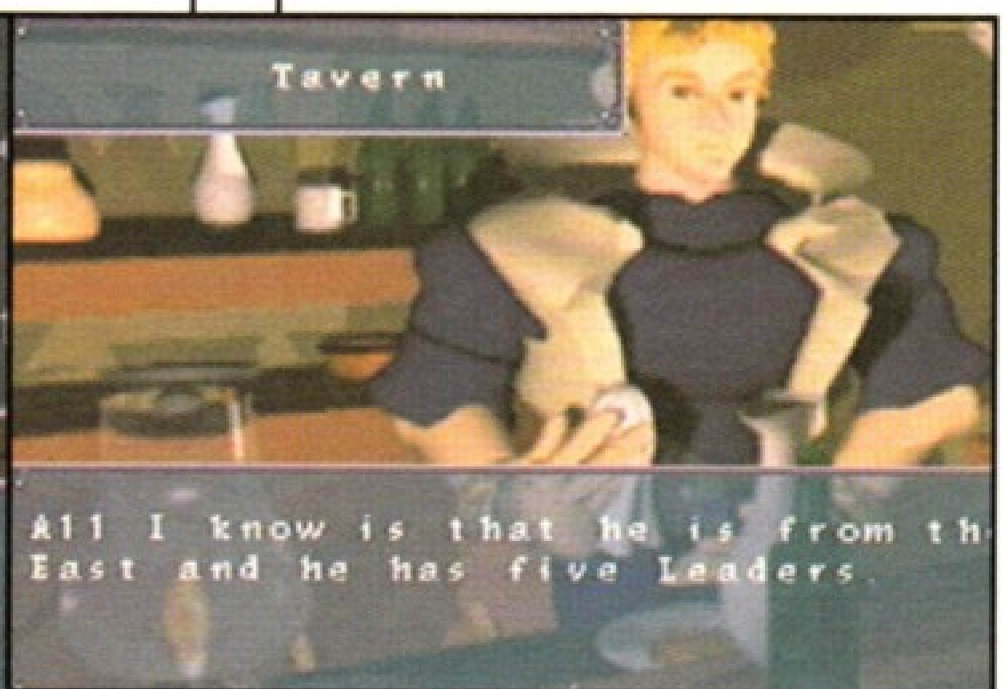
It's not long before the group stumble across a town known as Queensheart. It's a pretty friendly place, and it also sells tools, armour, weapons and magic. You'll also get the chance to save your game here, and each character's energy and magic levels will be renewed. If you're undecided about what to do next, you can chat to the people in the village, who will promptly inform you of the destruction that Bane has inflicted upon their surroundings. They also speak of a wise man who is able to help them in their quest, although he lives far away at the top of the mountain. However, you can't complete your quest without his help.



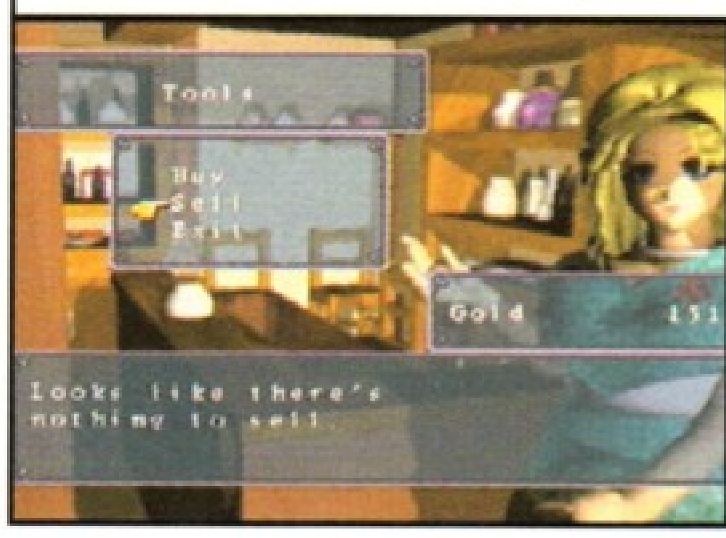
Queensheart is a good place just to relax, and buy a few tools for the battle ahead.

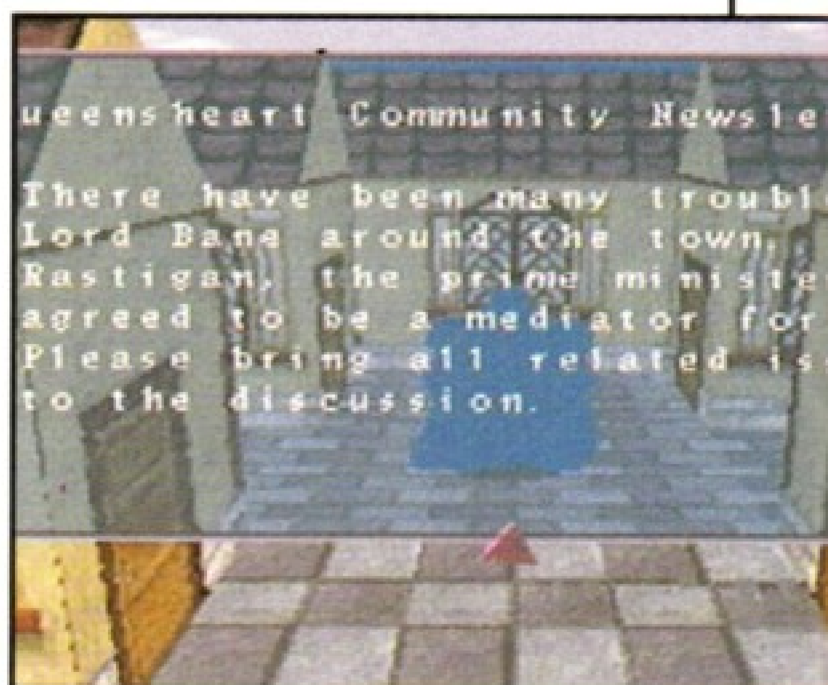


You'll have to talk to everyone you meet just in case they give you a vital piece of info that's otherwise lost.



Just like in real life, the pub landlord is a good source of information.

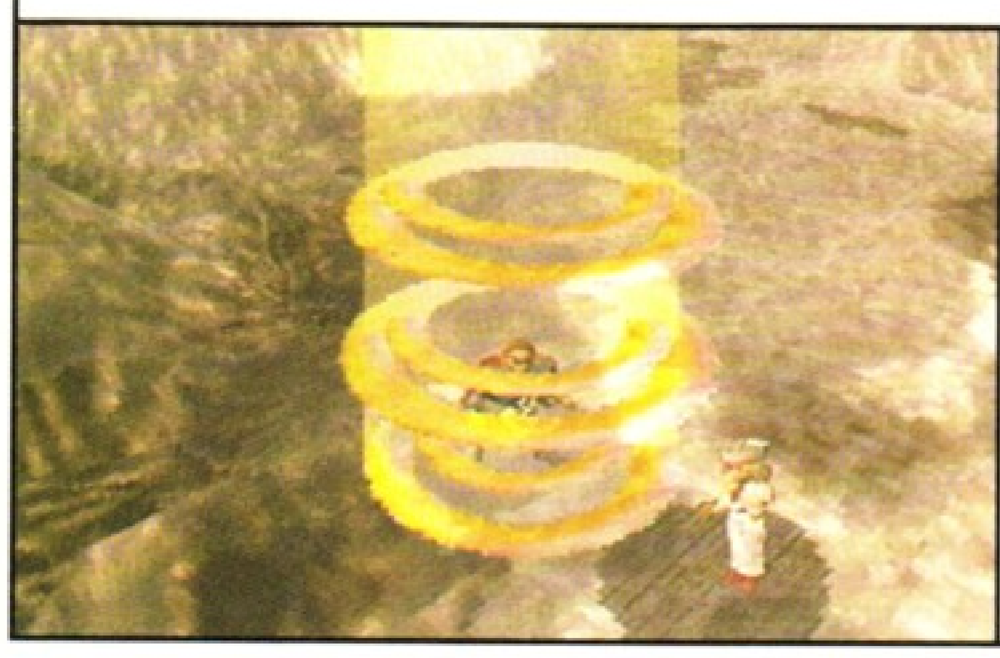




Each town has a community noticeboard, and although they don't give you anything, you might find out a thing or two.

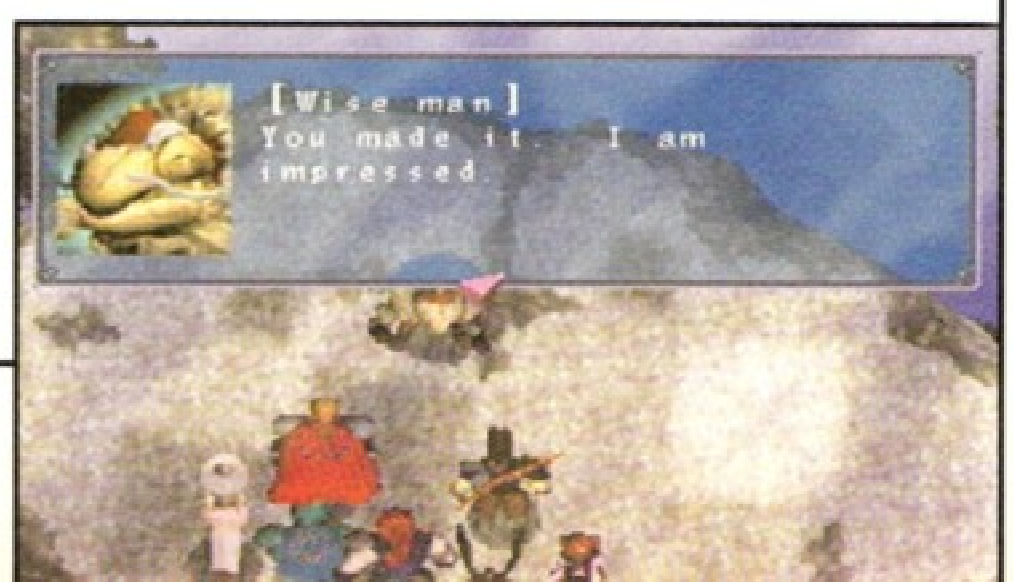
IF THE MOUNTAIN WON'T COME...

There's little the warriors can do apart from pay a visit to the old man, and no sooner have they set foot on the mountain, than the wise man appears. However, he won't help them until they make it to the summit of the mountain without his help. Of course, this means more fighting. The enemies are much tougher now and include huge trolls that have the ability to shrink enemies into tiny versions of their old selves.



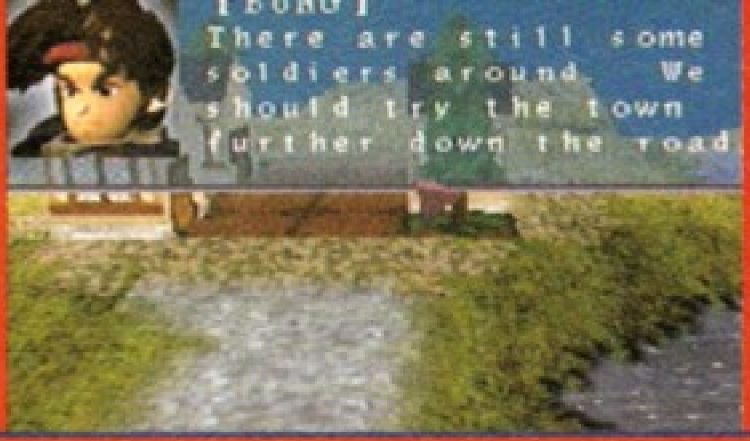
HELP US O WISE MAN

Right. So the warriors have made it to the top of the hill. Fortunately, the wise man was true to his word, and is indeed waiting at the top of the hill. However, all he can offer them is his wisdom and a little story about the evil Bane. Apparently he was the apprentice of a sorcerer who was obsessed with creating a spell for eternal life. Unfortunately, the sorcerer died while still completing his quest, but Bane managed to take the potion, and is now almost immortal. Almost, that is. He can only be defeated by a band of twelve warriors and even then he still has many incarnations – in fact Juza is only the fifth incarnation of the evil sorcerer that lies behind the enormous destruction. And that's about all the wise man has to offer.









ENCHANTED, I'M SURE



This is Prince Aragon. He's disgusted at the destruction of his country and seeks to free his mother, the Queen.



Saura is the priest in the group and has great healing powers as well as strong magical abilities.



Hector may be an old man, but he's still one of the best archers in the land. He's also pretty handy in a fight.



Ferral is a tower of strength and is best used as a front man in a fight. Good both on the attack and defence.



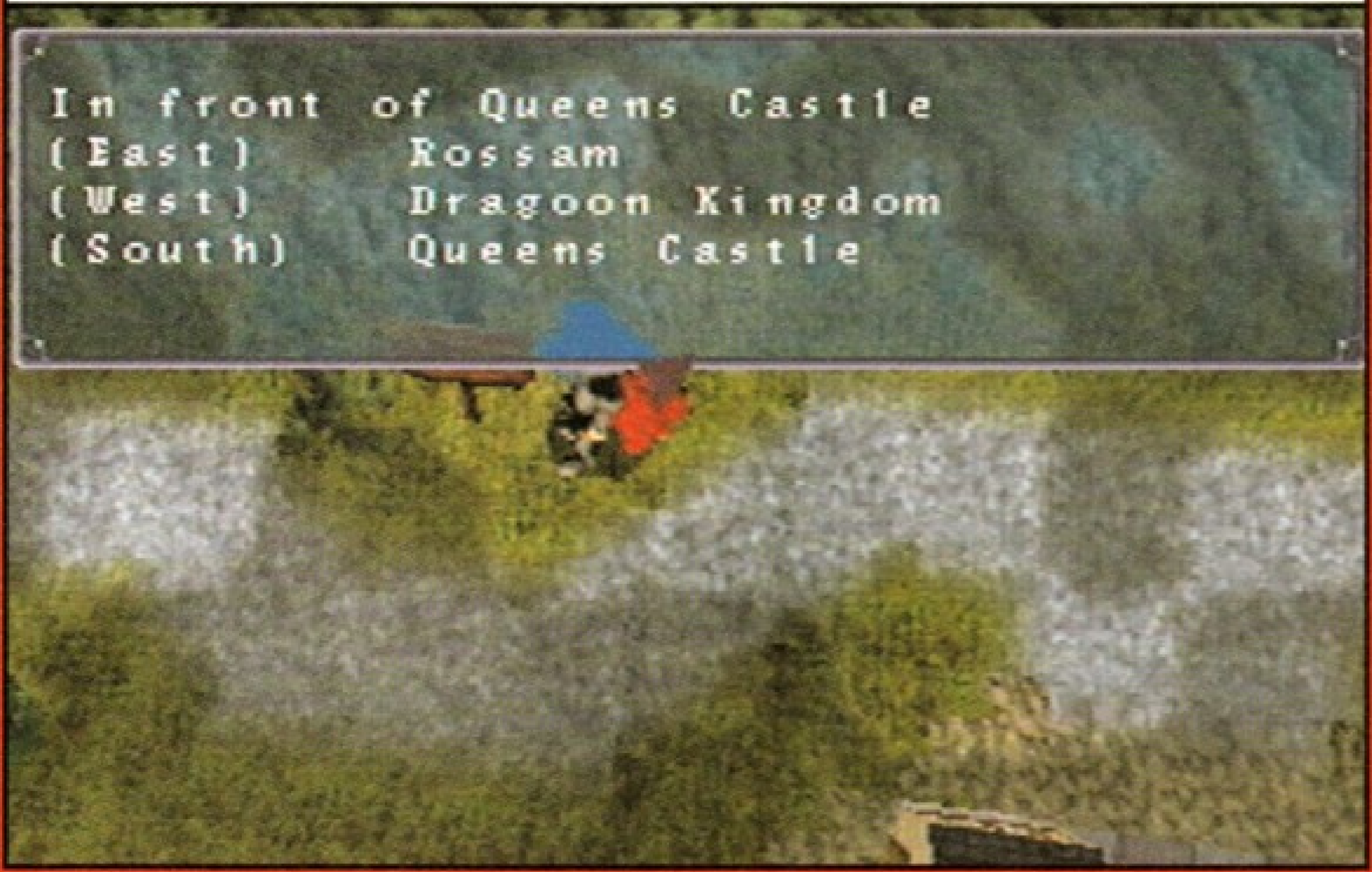
Aletha is another great archer and is also blessed with powerful magical abilities.



Katzhai and Raiko (not pictured here) used to work for Bane, but they decided that he was far too evil.

ON THE ROAD AGAIN

The warriors must now enter a final quest to find five more members for their clan. Unfortunately, they won't be very easy to locate – they're scattered across five different towns, all of which are overrun by Bane's troops. Which way will they turn? Which town should they visit first? What treacheries will they encounter on the way? Well, we're not going to tell you – you can find that out if you buy the game. However we can tell you whether it's worth buying or not, and to uncover this spooky mystery, turn to page 84 where we review the game.



FIGHT!

An essential part of all RPGs, fighting takes up lot of the game time in Mystaria. In fact, if you want to do anything at all, the chances are that you'll have to have a bit of a fight about it. But fighting in RPGs isn't like fighting in other types of games. It's more like those Dungeons and Dragons affairs where you plan your moves in advance, take action with spells, swords and lightning strikes, then watch the enemy take the damage. As fighting does take up so much of your time in Mystaria, it's worth noting that the best way to go about having a bundle is to attack first rather than defend, as some of the enemies really are quite hard. Use your magic spells where possible (Prince Aragon has the most ability) and make sure the hardest people stand at the front.







As you can see, this fireball is very powerful, so it's best not to let the enemy get into an attacking situation.

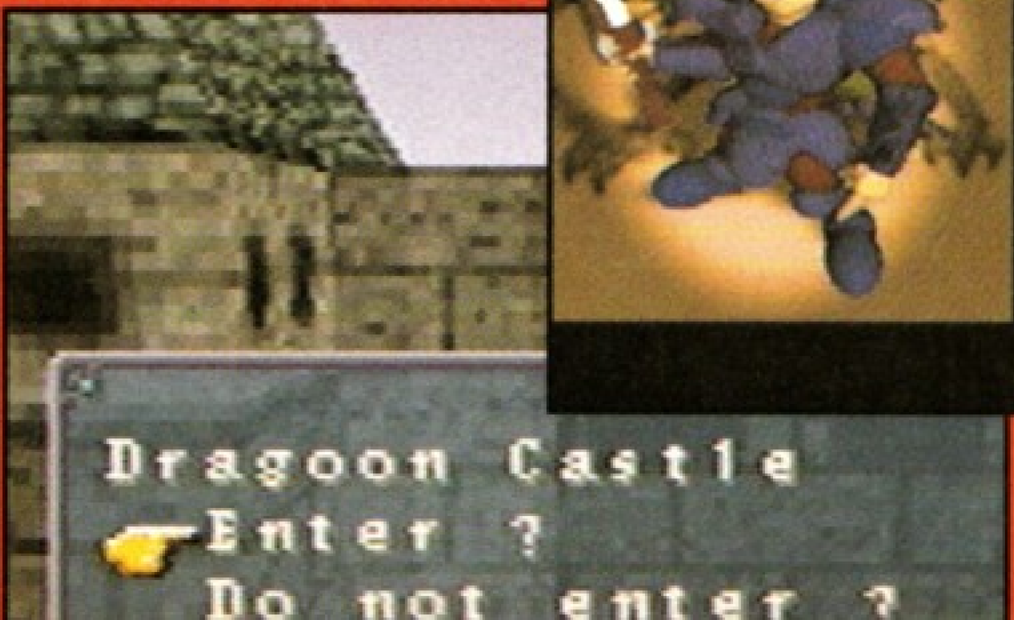


This attack imprisons the enemy in chains, so they are unable to move or attack.

This shows the range of the archer's bow. At the moment, he can only fire in straight lines, although there's loads more techniques to learn later on.

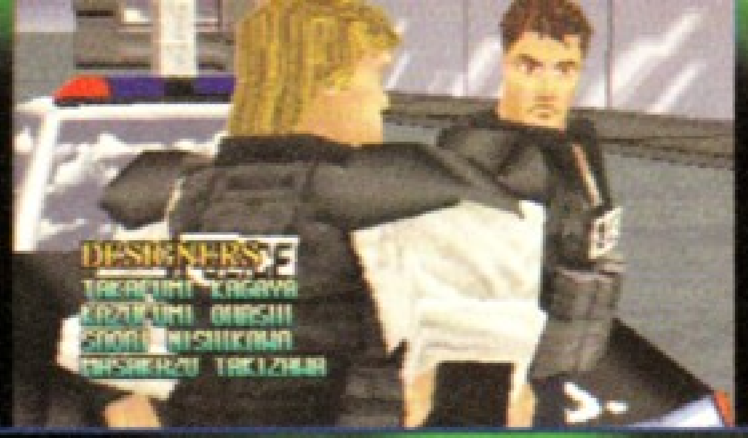








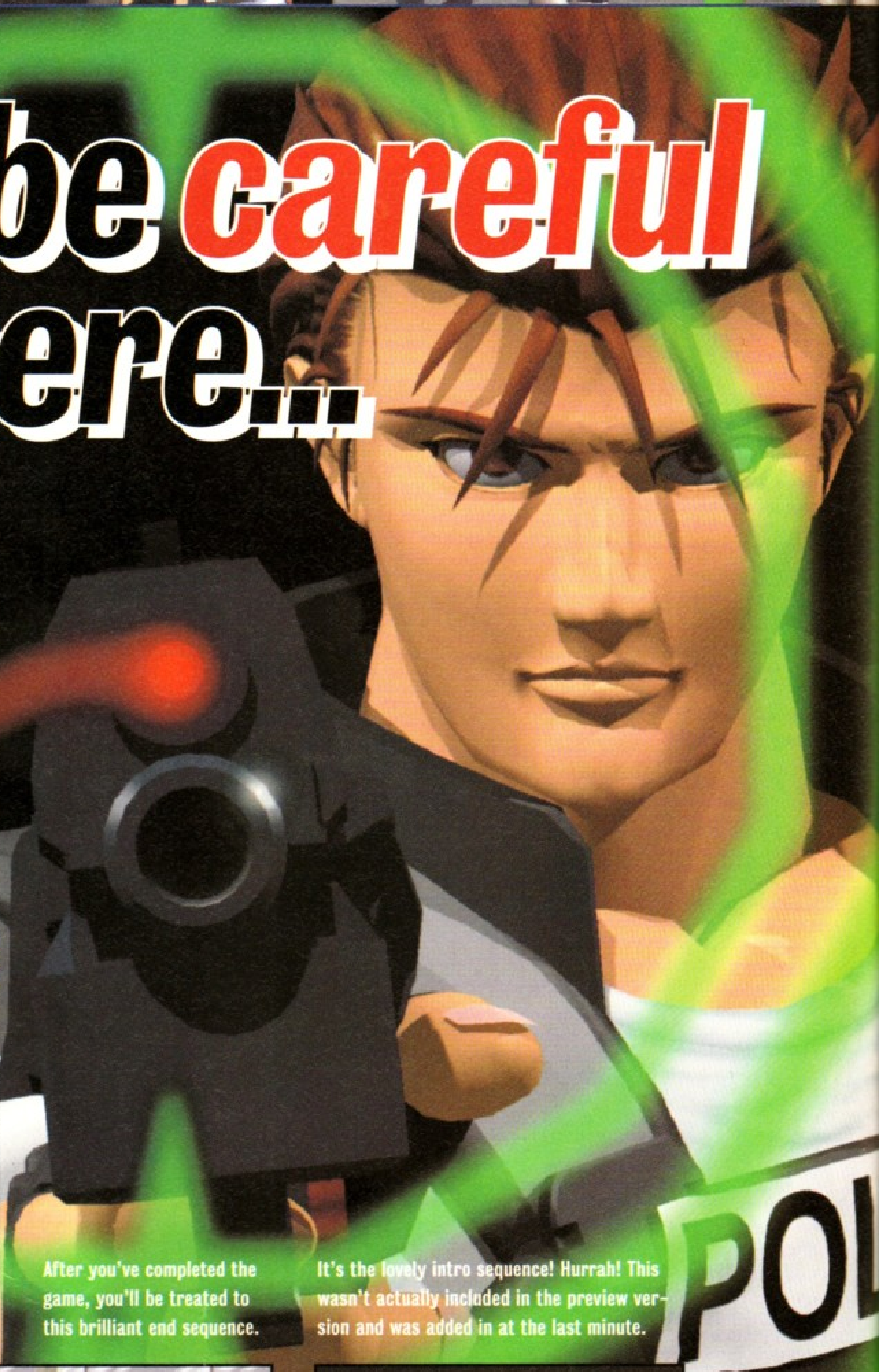
MYSTARIA IS REVIEWED ON PAGE 84







Hey! Let's be careful out there...



So, you bought Virtua Cop on the day it came out, eh? Bet you haven't bothered to play it properly yet though – right through from beginning to end, that is. Ha! You probably thought that it only had three levels and nothing else! What are you, stupid or something? This is an AM2 game buddy, and as anyone with *any* gaming knowledge knows, there's more to their games than meets the eye. So, without further ado, let us guide you through its secrets as only we can.

BE GOOD AT GAMES!

Yes. This may be a shock to some of you, but to actually access any of these cheats you'll need to be good at games. More specifically, you'll have to play the game from the beginning right through to the end without being totally annihilated. If you manage to defeat the final boss (he'll come back twice) you'll be allowed to access a whole new world of gaming. Now, we admit this is quite a difficult task to master, but it's worth it in the end, because you'll get to play...RANKING MODE!!!







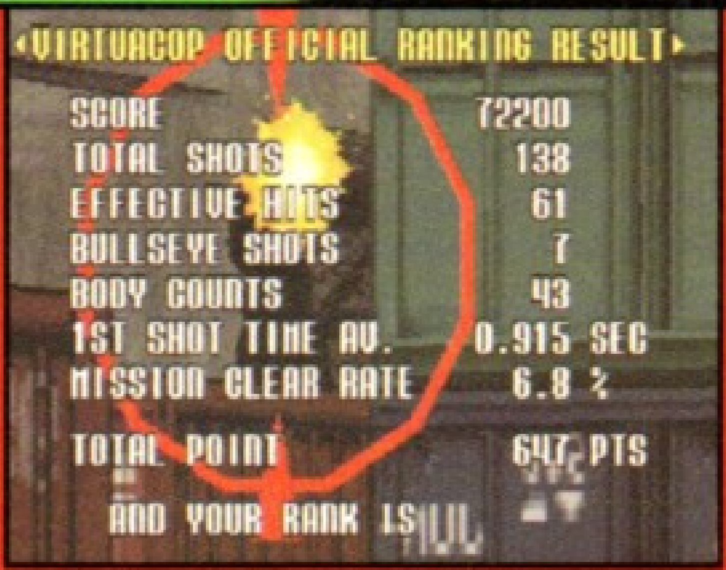
After you've completed the game, you'll be treated to this brilliant end sequence.

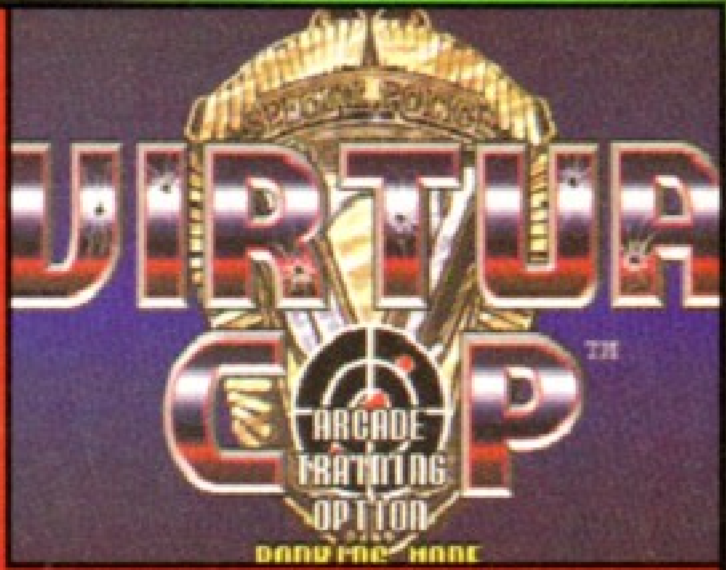


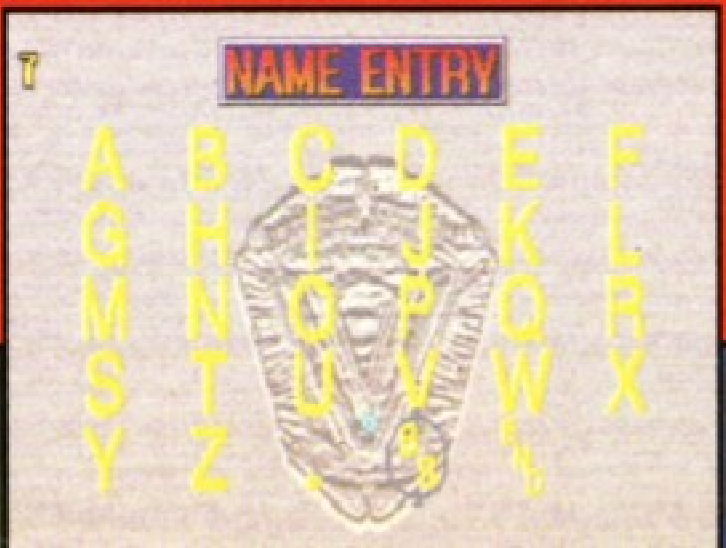
It's the lovely intro sequence! Hurrah! This wasn't actually included in the preview version and was added in at the last minute.

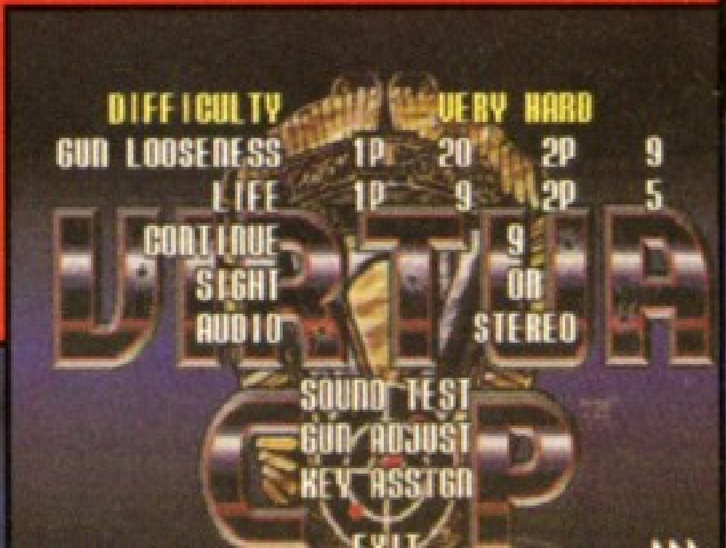
BRAND SPANKING NEW RANKING MODE BONANZA!

Just like in Virtua Fighter, Cop also has its very own ranking mode! Once you've completed the game in everyday mode, ranking mode will appear on the options screen. Access this, then choose any of the three levels to play. You'll now play a standard game (unless you have mirror mode turned on), except you'll only get one credit and five lives. The aim here is to get through as much of the game as possible with just the one credit. Once all your lives have been used, the game over screen will appear, then after it, a ranking mode screen will pop up. This gives you all the vital information you'll ever want to know about your performance such as response time, number of shots fired, number of hits and bullseyes, your overall score, accuracy, percentage of game complete – the whole caboodle. You'll also receive a ranking number and have the opportunity to enter yourself into the ranking hall of fame.











PLUS! IT'S A WHOLE NEW EXPERIENCE IN MIRROR MODE!

Yep, as you'd expect, Mirror Mode gives you an almost completely new game to play. If you access this mode, you'll get to play either of the three original levels, although this time they'll be back to front. Obviously this doesn't mean that you begin the level fighting the boss, instead enemies that once came from the right hand side of the screen now come from the left, making for an ultimately strange game, until you get used to it, that is. Even the writing on the crates appears back to front! The mirror mode has become something of an AM2 trademark (in fact it's an AM3 trademark too), so this secret game mode was only to be expected, but unlike other titles, the mirror mode here really does make for a whole new game!

VIRTUA COP









Even more chances to blow the living daylights out of everything! Plus ranking mode too! And guns! Ah, we love this game – it's brilliant!









Mirror mode gets quite tough by the time you get round to the expert stage, simply because it's more difficult to predict where the enemies will come from.





AND ALL THIS TOO!

That's not all there is either. If you play cop all the way through and finish it, you'll also be treated to:

AN EXTRA RANGE OF LIVES!

There's a total of nine difficulty levels to choose from here, ranging from very easy, to very hard. And of course, seven others in between. The game is still played out in the same way regardless of which difficulty level is selected, but the higher the difficulty, the less response time you'll get for each shot. So, in very easy mode, you'll get an absolute age to shoot each target, whereas in difficult mode, you'll have next to no time to respond.





CHANGE YOUR CREDIT RATING!

You'll also have the chance to fiddle around with the amount of credits you'll receive too – making the game as easy or as difficult as you like. You can select up to nine credits and nine lives for each credit. There's also the chance to select free play – to do this, simply highlight it on this option screen.

CONSULT THE BOOKS!

After playing any level in the game an additional screen will be shown as well as the usual game over screen. This "bookkeeping" option gives you loads of info on your gameplaying including how many games you've played in total, how many times you've completed the game, how long it took, average number of points – just like you'd find in a lot of arcade games.

SELECT YOUR WEAPON!

Finally, there's also the option to change your weapon to any of the guns featured within the game. At the time of writing, we haven't yet figured out how to select this option, but suspect that it will become available after completing the whole game in mirror mode. And on completing that, there may be even more cheats to discover...

Virtua Fighter 2 players GUIDE

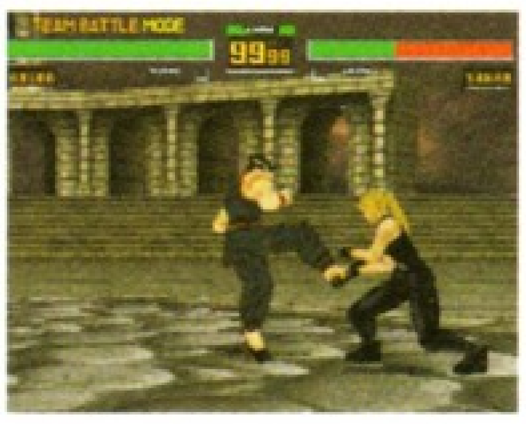
As we write, Virtua Fighter 2 remains the most played Saturn game in the office and with over 2,000 different moves, you can be assured that we'll be at it months from now - as you lot will be when you go out and purchase this AM2 classic. This ten page feature reveals just about all of the moves and techniques in VF2, along with some basic techniques for each character. Naturally, RICHARD LEADBETTER is your guide.













AKIRA YUKI

In the first Virtua Fighter, Akira Yuki specialised in close-quarters combat and was one of the most stylised characters in the game. Unlike the combo-orientated characters, you really had to know what you were doing in order to succeed. In VF2, Akira is slightly more user-friendly, although to get the most out of him you really need to successfully master the arts of flowing from throw to attack. His best throws to learn are the ones that end up with Akira behind his opponent - these leave his foes open to extremely damaging combinations. His counters are the most difficult to learn, but once you know how to use them, playing Akira is a totally different experience. Watch the CPU player in Expert Mode for some tips.

SPECIAL MOVES

P, P: Punch and body blow (10+12) ◆ P, K: Punch-kick combo (10+30) ◆ for, for+K, [K]: Jumping kick[s] (30+30) ◆ for, for+P: Dashing elbow strike (20-40) ◆ DOWN, for+P: Dashing palm strike (20-65) ◆ DOWN, back, for+P: Double palm strike (30-70) ◆ for+P: Elbow strike (19) ◆ back, for, for+P+K: Dashing body check (20-28) ◆ down/for, down/for+P: Power uppercut (50) ◆ down/for+P: Punch fallen opponent on the ground (12) ◆ K+D, D while holding K: Knee (30) ◆





COUNTER ATTACKS

D, back+P: Counters high-level attacks (50) ◆ D, back/down+P: Counters mid-level attacks (50) ◆ D, down+P: Counters low-level attacks (50) ◆



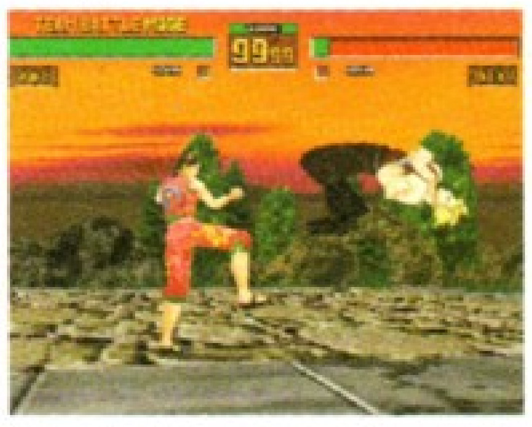
THROWS

P+D: Trip and 2 punches (20+10+10) ◆ All: Stun Palm (15) ◆ All, back, down/for+P+K, back+P: Stun palm of Doom (15+40+50) ◆ back/down+P+D: Surprise exchange for+P+D: Break stance ◆ back+P+D: Shake `em up ◆ down+P+D: Shake 'em up harder ◆ for, back, for+P+K: Close-in ram (20+15+25) ◆ back/down, for+P: Pull in-push out (60) ◆ back/down, for+P+K: Backwards uppercut (35) ◆ back, down+P+D: Stumbling throw (10) ◆



Virtua Fighter 2









PAI CHAN

Playing as Pai remains much the same as in Virtua Fighter 1 - she excels in turning an opponent's attack against them thanks to some very user-friendly countering techniques. The best way to win with Pai is still to exploit an enemy's weakness and then use her superior skills and combo-fixated techniques to their full extent. Also worth checking out are her throws - although these are nowhere near as damaging as Jeffry's, Wolf's or even Akira's, combined with speed they make her an especially annoying character. Pai's new moves are mostly concerned with tightening up her techniques from VF1 - everything that she did well in the first game, she does far better in the sequel. Her combos are now more versatile and although her counters remain simple to execute, they are now able to be used in even more situations.

SPECIAL MOVES

P, P, [P]: Running punches (10+10+12) ◆ P, K: Punch and heel kick (10+30) ◆ P, K+D: Punch and crescent (10+(20-40)) ◆ P, DOWN+K+D: Punch and sweep (10+(20-40)) ◆ P, P, K: 2 punches and heel kick (10+10+30) ◆ P, P, P, K: 3 punches and crescent (10+10+12+50) ◆ P, P, P, back+K: 3 punches and backward kickflip (10+10+12+20) ◆ P, P, P, DOWN+K: 3 punches and sweep (10+10+12+40) ◆ back/down+P, [P, P]: Dodging punch, [running punches] (14+10+12) ◆ back/down+P, K: Dodging punch-kick combo (14+30) ◆ back/down+P, K+D: Dodging punch and crescent (14+(20-40)) ◆ back/down+P, DOWN+K+D: Dodging punch and sweep (14+(20-40)) ◆ back/down+P, P, K: Dodging punch, punch and straight kick (14+10+30) ◆ back/down+P, P, P, K: Dodging punch, 2 punches and crescent (14+10+12+50) ◆ back/down+P, P, P, back+K: Dodging punch, 2 punches and backward kickflip (14+10+12+20) ◆ backdown+P, P, P, DOWN+K: Dodge and punch, 2 punches and sweep (14+10+12+40) ◆ DOWN release+K: Rising heel kick (35-40) ◆ D+K: Crescent kick (25-45) ◆
back+D+K: Reverse crescent kick (20-40) ◆ back/up+K: Backward kickflip (40) ◆ for, for+K: High lunging leg thrust (30) ◆ down/for+P: Downward chop (14) ◆ for+K: Snap kick (19) ◆ up/for+K, [K]: Jumping scissors kick[s] (16+10) ◆ back, back+P: Jabbing footwork (12) ◆ down/for+P: Punch fallen opponent on the ground (10) ◆

COUNTER ATTACKS

back+P: Grab and throw (30, Grabs high-level punches and kicks) ◆
back/down+P: Grab and throw (30, Grab mid-level elbows and side kicks) ◆

THROWS

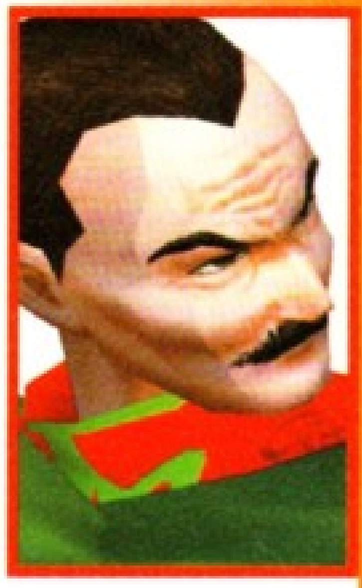
P+D: Wrist twist (50) ◆ for, down+P: Falling DDT (60) ◆ back, down+P+D: Stomach throw (30) ◆ for, for+P+K: Reaping throw and punch (40+10) ◆ back, for+P: Pushover (60) ◆ for+All: Cartwheel over low opponent (0) ◆

Virtua Fighter 2 players GUIDE









LAU CHAN

Of all the characters in the game, Lau has benefited from the lowest amount of new techniques. Of course, this is all down to the fact that the character was immensely powerful in the first VF. His trademark combos are even more effective in the sequel because he is so adept at "floating" or "routing" an opponent - that is hitting them into the air and then unleashing a combo on them whilst they are defenceless. The extra speed of VF2 sees to it that all the old combos can be adapted slightly to last longer and inflict more damaging hits. These adaptations can surprise the enemy - as you can see from the moves list, he can begin his combos with a variety of different moves, each with a set range - some are more effective in close quarters, others strike from long range.

SPECIAL MOVES

P, P, [P]: Running punches (12+12+14) ◆ P, K: Punch and heel kick (12+30) ◆ P, K+D: Punch and crescent (12+(20-40)) ◆ P, DOWN+K+D: Punch and sweep (12+(20-40)) ◆ P, P, K: 2 punches and straight kick (12+12+30) ◆ P, P, P, K: 3 punches and crescent (12+12+14+50) ◆ P, P, P, back+K: 3 punches and backward kickflip (12+12+14+20) ◆ P, P, P, DOWN+K: 3 punches and sweep (12+12+14+40) ◆

COUNTER ATTACKS

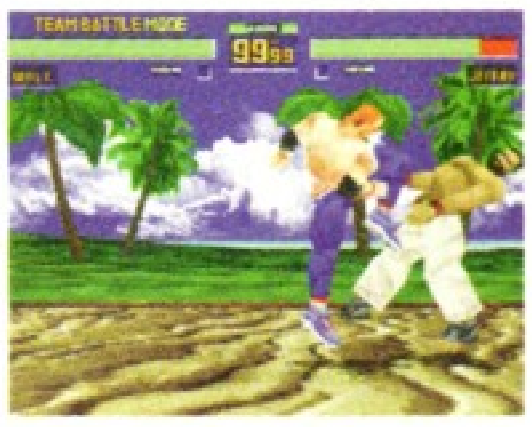
back/down+P, [P, P]: Forearm strike, [running punches] (14+12+14) ◆ back/down+P, K: Forearm strike and heel kick (14+30) ◆ back/down+P, K+D: Forearm strike and crescent (14+(20-40)) ◆ back/down+P, DOWN+K+D: Forearm strike and sweep (14+(20-40)) ◆ back/down+P, P, K: Forearm strike, punch and straight kick (14+12+30) ◆ back/down+P, P, P, K: Forearm strike, 2 punches and crescent (14+12+14+50) ◆ back/down+P, P, P, back+K: Forearm strike, 2 punches and backward kickflip (14+12+14+20) ◆ backdown+P, P, P, DOWN+K: Forearm strike, 2 punches and sweep (14+12+14+40) ◆ DOWN/FOR+P, [P, P]: Lifting palm, [running punches] (20+12+14, lifting palm automatically comes out after any kick (except for crescent) when you tap P) ◆ DOWN/FOR+P, K+D: Lifting palm and crescent (20+(20-40)) ◆ DOWN/FOR+P, b+K+D: Lifting palm and sweep (20+(20-40)) ◆ DOWN/FOR+P, P, P, K: Lifting palm, 2 punch and heel kick (20+12+12+30) ◆ DOWN/FOR+P, P, P, P, K: Lifting palm, 3 punches and crescent (20+12+12+14+50) ◆ DOWN/FOR+P, P, P, P, back+K: Lifting palm, 3 punches and backward kickflip (20+12+12+14+20) ◆ DOWN/FOR+P, P, P, P, DOWN+K: Lifting palm, 3 punches and sweep (20+12+12+14+40) ◆ down/for+P, [P], [P]: Knife hand, [running punches] (15+12+14) ◆ down/for+P, P, K: Knife hand, punch and straight kick (15+12+30) ◆ down/for+P, P, P, K: Knife hand, 2 punches and crescent (15+12+14+50) ◆ down/for+P, P, P, back+K: Knife hand, 2 punches and backward kickflip (15+12+14+50) ◆ down/for+P, P, P, DOWN+K: Knife hand, 2 punches and sweep (15+12+14+40) ◆ DOWN release+K: Rising heel kick (40) ◆ D+K: Crescent kick (30-50) ◆ DOWN+K+D: Sweep (20-35) ◆ down/for, down/for+P: Dashing knife hand (20) ◆ up/for+K: Forward cartwheel kick (30) ◆ up/for+K+D: Short jump kick (32) ◆ back/up+K: Backward kickflip (40) ◆ for+P: Elbow strike (19) ◆ for+K: Snap kick (19) ◆ for, down+K: Sliding attack (30) ◆ down/for+K: Stamp foot on fallen opponent (15) ◆

THROWS

P+D: Waterwheel drop (40) ◆ back+P: Piggyback drop (50) ◆ back, for+P: Head slam (60) ◆ back, down+P+D: Sideways throw (15) ◆









WOLF

Being a wrestler, Wolf is of course biased towards throws. As you might expect, these can inflict a terrifyingly large amount of damage and it's these techniques that you should be practising to perfection. The extra speed of VF2 means that you really have to be a lot quicker in successfully executing these attacks. As you can see from the list, there are certainly plenty of these techniques to master - some of them are used on crouching opponents, but most of them can be used at just about any time.
In what is something of a first, Wolf actually has a counter-attack along the same lines as Pai's in Virtua Fighter 1. If you can successfully master it, well done. Unfortunately, it only works against mid-level kicks, which doesn't exactly make it the number one most useful technique in Wolf's repertoire.

SPECIAL MOVES

P, P, [P]: Running punches, [uppercut] (14+14+28) ◆ P, P, for+P: Running punches with high elbow strike (14+14+20) ◆ P, K: Punch-kick combo (14+30) ◆ for+K: Knee (30) ◆ down/for+P: Uppercut (22) ◆ DOWN/FOR+P: Uppercut from low position (22) ◆ for, for+P: Running clothesline (40) ◆ back, for+P: Dashing shoulder ram (20-70) ◆ back+P: Backhand slap (20) ◆ K+D: Scissors kick (30) ◆ back, for+K+D: Somersault heel smash (30) ◆ for+K+D: Roundhouse kick (36) ◆ for, for+K+D: Flying knee attack (30) ◆ up/for+K: Drop kick (30) ◆ for+P: Body blow (20) back+P+K: Drop elbow (30) ◆ for, down+K: Sliding attack (20) ◆ DOWN, for+P: Two hand upward slap (30) ◆ down/for+P: Elbow drop on fallen opponent (20) ◆ back/up+K: Back body splash (20) ◆

COUNTER ATTACKS

back/down+P: Grab side kicks (60) ◆



THROWS

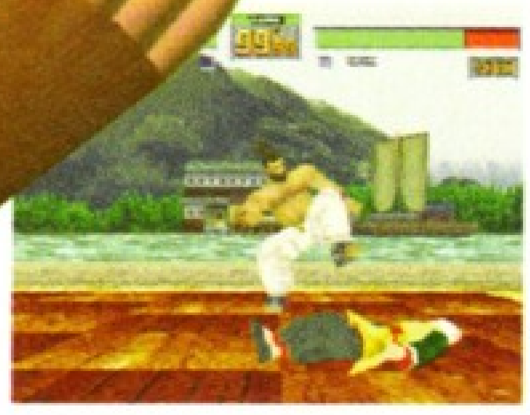
P+D: Backfall suplex (60) ◆ P+D: German suplex (80) ◆ for+P: Body slam (50) ◆ back, SCR, for+P: Twirl and hurl (100) ◆ down/for, down/for+P+K: Ghostbuster (80) ◆ up/for+K+D: Frankensteiner (60) ◆ back/down+All: Double arm suplex (70) ◆ down/for+All: Tombstone (70) ◆ down+P+D: Torso takedown (60) ◆ All: Variation german suplex (85) ◆

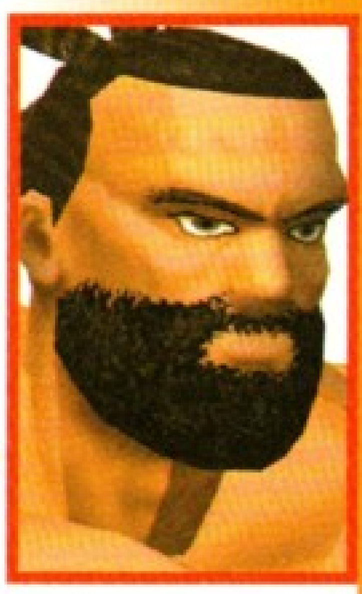


Virtua Fighter 2 players GUIDE









JEFFRY

Both Jeffry and Wolf have been upgraded significantly since their debut in the original Virtua Fighter. These throws-based characters now have a lot more techniques at their disposal and also benefit from the extra speed evident in Virtua Fighter 2. This doesn't just make them faster on their feet - what is means is that there is a lot more scope for "floating" combos, which we could go into in more detail if we had about 200 pages spare. Jeffry's techniques are a lot more versatile than Wolf's, which means that the character is a lot more unpredictable - he's just got more initiating attack moves. One aspect to both Wolf and Jeffry is the speed of their recovery both on the ground and after failed pounce moves - Jeffry in particular is quite lardy, making it extremely difficult for him to get up when he's on the ground.

SPECIAL MOVES

P, P, [P]: Running punches, [uppercut] (14+14+28) ◆ P, K: Punch-kick combo (14+30) ◆ down+P+K: Dodging side jab (30) ◆ down/for+P, [P]: Uppercut[s] (22+19) ◆ DOWN/FOR+P: Uppercut from low position (22) ◆ down+K, [P]: Toe kick, [hammer] (24+19) ◆ down+K, DOWN, QCR, for+All: Toe kick of doom (24+100) ◆ for+P: Elbow strike (19) ◆ for+P, back+P: Elbow-hammer combo (19+30) ◆ for, for+P, [P]: Dashing low elbow, [uppercut] (19+19) ◆ for, for+K: Frontal foot thrust (40) ◆ for, down+K: Heel axe (36) ◆ for+K: Knee (35) ◆ back, for+P: Drop elbow (30) ◆ back, down/for+P: Lunging drop elbow (30) ◆ for+P+K: Head butt (40) ◆ back/down, for+P+K: Thrusting head butt (40) ◆ All: Flying butt attack (30) ◆ down/for+K: Foot stomp (20) ◆





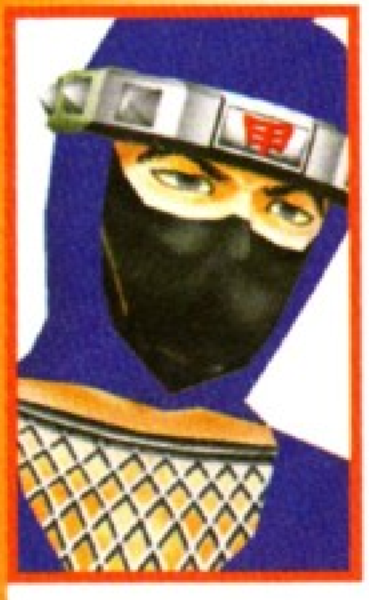


THROWS

P+D: Fireman's carry (60) ◆ P+D: Backbreaker (100) ◆ for+P: Power slam (50) ◆ back+P+D: Body press (60) ◆ down/for, down/for+P+K: Crucifix piledriver (80) ◆ back, for+P+K, for+P+K, for+P+K H: Triple head butts (20+15+32) ◆ back, for, for+All: Backbreaker (70) ◆ down+P: Face grab AKA Iron claw (50) ◆ DOWN, for+K: Triple knee bash (10+10+10+30) ◆ for/down+All: Powerbomb (70)) ◆

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KAGE-MARU

Of all the characters in Virtua Fighter 2, Kage is one of the most unpredictable. This is basically down to the enormous range of different moves and combinations that he has in is frankly gigantic repertoire. Although he has a large amount of combinations, this isn't really his best trait (he's trounced in this area by Lau, Pai, Sarah and Jacky) as they're all a bit on the weak side. What he's good at is initiating attacks that totally surprise his foes - he has range attacks that hit on all three major levels - low, medium and high. For any one not truly versed in the ways of Kage, this makes him an exceptionally difficult opponent to face off against. He's also got an all-important counter-attack similar in execution to Pai's in VF1. In terms of character-enhancement and overall ability, we rate him as a close second after Akira.

SPECIAL MOVES

P, P, [P]: Running punches (10+10+12) ◆ P, K: Punch-kick combo (10+30) ◆ P, P, K: 2 punches and straight kick (10+10+13) ◆ P, P, P, K: 3 punches and spinning mid-kick (10+10+12+30) ◆ P, P, P, back+K: 3 punches and backward kickflip (10+10+12+20) ◆ back/down+P, [P, P]: Dodging punch, [running punches] (14+10+12) ◆ back/down+P, K: Dodging punch and kick (14+30) ◆ back/down+P, P, K: Dodging punch, punch and straight kick (14+10+30) ◆ back/down+P, P, P, K: Dodging punch, 2 punches and spinning mid-kick (14+10+12+30) ◆ back/down+P, P, P, back+K: Dodging punch, 2 punches and backward kickflip (14+10+12+20) ◆ for+P: Elbow strike (19) ◆ down+K+D: Heel kick (35) ◆ DOWN, for+K: Rising knee (38) ◆ back/up+K: Backward kickflip (40) ◆ back/up+K+D: Kickflip (50) ◆ for, for+K: Back heel sweep (20-30) ◆ for, for+All: Rolling flying kick (40) ◆ for, for+K+D: Flying corkscrew kick (30) ◆ back, SCR, for+K: Roll forwards and sweep (20-35) ◆ back+K+D: Back thrust (30) ◆ back, QCR, down+K: Sliding attack (19) ◆ back, for+P+K, [P+K]: Slashing shuto, [back shuto] (16+16) ◆ down+P+K, [P+K]: Slashing shikan-ken, [back shikan-ken] (16+16) ◆ DOWN, for+P+K, [P+K]: Chopping shuto, [slicing shuto] (16+16) ◆ back, back+K: Turning high back thrust (30) ◆ back, back+P: Turning downward chop (14) ◆ back, back+K+D: Turning toe slide (12) ◆ back, back+P+D: Turning upward chop (14) ◆ down/for+K: Heel smash on fallen opponent (15) ◆

COUNTER ATTACKS

down+P: Grab incoming single fist/palm attacks (50) ◆

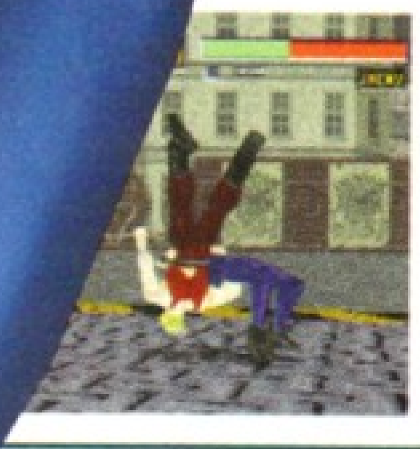


THROWS

P+D: Hip throw AKA shoulder throw (50) ◆ P+D: Torso takedown (50) ◆ back+P: Ten foot toss (40) ◆ back, for+P: Reaping throw (50) ◆ All: Toka throw (50) ◆

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SARAH BRYANT

In Virtua Fighter 1, Sarah Bryant was one of the most powerful fighters in the game. Fast in the air and devastating when using one of her trademark combinations, she was second only to Lau in terms of sheer speed and power. In terms of ranking, she's probably a bit lower, but it's important not to underestimate her power. Thanks to the speed increase in VF2, she's now as fast as lightning and all of those annoying techniques from VF1 are either faster or refined. Also, all the areas in which she was lacking in VF1 have been redressed - although her basic style remains the same, Sarah is now a lot more versatile and has a small range of power moves such as her K+D roundhouse. It's best to see how to fit her new moves into combinations and then work from the basic premises you know from VF1.

SPECIAL MOVES



P, P, [P]: Running punches, [hook] (10+10+10)) ◆ P, K: Punch-kick combo (10+30)) ◆ P, P, K: 2 punches and straight kick (10+10+30)) ◆ P, P, P, K: 3 punches and rising knee (10+10+10+40)) ◆ P, P, P, up+K: 3 punches and hopping toe kick (10+10+10+30)) ◆ P, P, P, back+K: 3 punches and kickflip (10+10+10+30)) ◆ P, down+K: Punch and side kick (10+30)) ◆ back/down+P, [P, P]: Dodging punch, [punch and hook] (14+10+10)) ◆ back/down+P, K: Dodging punch-kick combo (14+30)) ◆ back/down+P, P, K: Dodging punch, punch and straight kick (14+10+30)) ◆ back/down+P, P, P, K: Dodging punch, 2 punches and rising knee (14+10+10+40)) ◆ back/down+P, P, P, up+K: Dodging punch, 2 punches and hopping toe kick (14+10+10+30)) ◆ back/down+P, P, P, back+K: Dodging punch, 2 punches and kickflip (14+10+10+30)) ◆ back/down+P, down+K: Dodging punch and side kick (14+30)) ◆ K, P: Kick and punch (30+08)) ◆ for+P: Elbow strike (15)) ◆ for+P, K: Elbow-knee combo (15+25)) ◆ for+K, [down/for+K]: Knee, [rising knee] (30+40)) ◆ DOWN, for+K: Rising knee (40)) ◆ for, for+K: Lunging knee (30)) ◆ down+K: High snap kick AKA Big punt (30)) ◆ down+K, [K]: Toe kick, side kick (30+20)) ◆ DOWN/FOR+K, K, [K]: 2, [3] Shadow kicks (19+20+21)) ◆ down+K+D: Crouching side kick (20)) ◆ back/up+K: Kickflip (50)) ◆ up+K: Roundhouse kick (25)) ◆ for/up+K: Forward jumping roundhouse kick (25)) ◆ for/up+K+D: Tornado kick (20-50) ◆ back+K: Double kick (10+30)) ◆ K+D: Downward crescent kick (20-30) ◆ back/down+K+D: Side hook kick (20)) ◆ back, back+P: Turning punch (14) ◆ back, back+K: Turning jump kick (30)) ◆ DOWN, back+K, [K]: Spinning heel kick[s] (20+20)) ◆ down/for+P: Downward backfist (12)) ◆ down/for+K: Kick fallen opponent (15)) ◆

THROWS

P+D: Belly suplex (50)) ◆ P+D: Torso takedown (60)) ◆ for, for+P: Jumping clothesline AKA bulldog (40)) ◆

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JACKY BRYANT

Although Jacky Bryant has a fair range of new attacks in his repertoire along with a far greater capacity for speed, he remains a pretty mechanical character, still living in the shadow of his psycho sister. His only really useful new technique is the Beat Knuckle, which is so fast (and has such range) that it can often take an opponent by surprise. His new lightning kicks (supposed to be Jacky's match for Sarah's Illusion Kicks) are quite amusing, but ultimately hopeless - and easily blocked.

It's a sad fact that the only way to compete against expert players with the other characters is to play a routine, mechanical, predictable game. Don't use anything big or clever because the chances are you'll end up as mincement. Stick to what you know works and go from there. Boring, but hey - it works!

SPECIAL MOVES

P, P, [P]: Running punches, [hook] (12+12+14) ◆ P, K: Punch-kick combo (12+19) ◆ for, P, K: Normal punch-kick combo (12+30) ◆ P, down+K: Punch and sweep (12+(20-40)) ◆ P, P, K: 2 punches and straight kick (12+12+30) ◆ P, P, for+P: 2 punches, elbow (12+12+10) ◆ P, P, for+P, heel kick: 2 punches, elbow, heel kick (12+12+19+30) ◆ P, P, for+P, back/up+K+D: 2 punches, elbow, kickflip (12+12+19+6) ◆ P, P, back+P, [K]: 2 punches, spinning backfist, [sweep] (12+12+22+30) ◆ D, P, P, [P]: Dodging punch, running punches (14+12+14) ◆ D, P, K: Dodging punch-kick combo (14+19) ◆ D, P, down+K: Dodging punch and sweep (14+(20-40)) ◆ D, P, P, K: Dodging punch, punch, straight kick (14+12+30) ◆ D, P, P, for+P: Dodging punch, punch, elbow (14+12+10) ◆ D, P, P, for+P, K: Dodging punch, punch, elbow, heel kick (14+12+19+30) ◆ D, P, P, for+P, back/up+K+D: Dodging punch, punch, elbow, kickflip (14+12+19+60) ◆ D, P, P, back+P, [K]: Dodging punch, punch, spinning backfist, [crescent] (14+12+22+30) ◆ back+P, [P]: Spinning backfist[s] (22+30) ◆ back+P, K: Spinning backfist and crescent (22+(30-50)) ◆ back+P, down+K: Spinning backfist and sweep (22+(20-35)) ◆ back+P, back/down+P: Spinning backfist and low spinning backfist (22+22) ◆ for+P: Elbow strike (19) ◆ for+P, K: Elbow-heel kick combo (19+30) ◆ back/down+P: Low spinning backfist (22) ◆ back/down+P, K: Low spinning backfist and sweep (22+(20-35)) ◆ for+K: Knee (30) ◆ back/up+K: Kickflip (60) ◆ down+K: Toe kick (24) ◆ for, for+K: Punt kick (30) ◆ down+K+D: Crouching side kick (20) ◆ K, K: Kick, heel kick (30+30) ◆ down/for+P: Hook (14) ◆ back+K: Side hook kick (20) ◆ P+K: Beat knuckle (30) ◆ down+P+K, [K, K, K, K]: Lightning kicks (08+08+08+10+30) ◆ back, for+K+D: Spinning mid-kick (36) ◆ back, back+P: Turning hook (14) ◆ back, back+K: Spin around half crescent (30) ◆ down/for+K: Kick fallen opponent (15) ◆

THROWS

P+D: Brainbuster (50) ◆ P+D: Backside clothesline AKA faceplant (60) ◆ for, for+P: Jumping clothesline AKA bulldog (40) ◆ down,down/for, K, K: Toe kick, side kick (24+25) ◆ for, back+P+K: Trip and hammer (60) ◆









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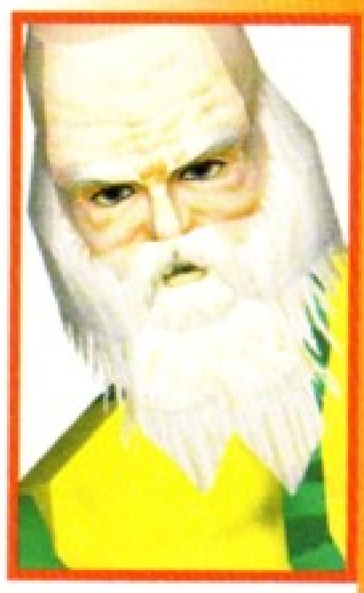












SHUN DI

For an 83-year-old, Shun is surprisingly fast and thanks to his drunken antics, he is extremely difficult to successfully throw - one minute he's in range, the next he has collapsed or has moved out of throwing distance. He's also got a great range of unique tactics to use against his opponents - look at the list, it's bloody enormous!

As you shall find in the list below, some of his techniques are followed up with Shun taking a drink from his ubiquitous bottle. Shun uses alcohol to relax his body and move from one technique to another, and drinking actually increases the power of his attacks and opens up a couple of other techniques. Look at the list and you can see that some techniques are expanded upon the more Shun drinks.

But hey - remember kids! - drinking isn't big or indeed clever!

SPECIAL MOVES

P, [P], [P]: Punch, [high elbow], [uppercut] (10+12+14) ◆ P, K: Punch-kick combo (10+30) ◆ down/for+P: Uppercut (14) ◆ DOWN/FOR+P: Dashing uppercut (30) ◆ DOWN, for+P: Lunging punch (30) ◆ for+P: Running punches (10+14+8) ◆ back/down+P: Backpush (22) ◆ down+K+D: Scorpion kick (35) ◆ back+P: Twisting back hook fist (24) ◆ for, for+K: Cartwheel kick (35) ◆ up+P: Jumping back hammer (30) ◆ back/up+P: Backward jumping back hammer (30) ◆ up+K: Mule kick (35) ◆ up/for+K: Spinning scissors kick (35) ◆ up/for+P: Spinning twist punch (30) ◆ K+D, [P]: Jumping spin kick, [sideways push] (35+19) ◆ P+K: Two hand push (30, Shun drinks if this move hits) ◆ back/down+K+D: Breakdance sweep (30) ◆ DOWN+K+D: Breakdance sweep (30) ◆ down+P+K, [K], [K]: Breakdance sweeps (10+10+10, works only after Shun drinks) ◆ back+K+D: Backward hopping kicks (35) ◆ for, SCR, back, [K]: Handstand [kick] (30) ◆ back+K: Kick and fall face up (24) ◆ back/down+K, [D]: Low back kick, [fall face down] (10) ◆ back/down+K, K: Low back kick and heel kick (10+30) ◆ back/down+K, K+D: Twist kick and jumping spin kick (10+35) ◆ back/down, back/down+K: Falling twist kicks (30+15) ◆ down, down, [K]: Sit down, [low kick or slide] (24) ◆ back/down+D: Side step backwards ◆ back/down+D, P: Side steps backwards with backfist (20) ◆ back/down+D, P+K: Side steps backwards with two-hand push (30) ◆ down+D: Side steps forwards ◆ back+D: Steps backwards tucking in his tummy ◆ back+D, P: Steps backwards and uppercut (15) ◆

THROWS

P+D: Dances with punches (10+10+10+20 (Shun drinks after this move)) ◆ All: Grab and fall (30+20, grabs arm and falls back elbowing opponent as he falls) ◆





Virtua Fighter 2 players GUIDE







LION RAFALE

Lion is extremely fast - well up with Pai in terms of pure velocity and he's also small. This latter attribute has both its good and bad points. Although it means that he's notoriously difficult to throw, it also means that he isn't particularly strong. Again, comparisons with Pai are evident when considering his pure strength. What is so good about Lion is that he is combo-friendly - not in the old PPPK sense, but in actually stringing one technique into another. For example DOWN-K into D+K brings a sweep into a flying roundhouse and can be followed by two sweeps (DOWN-K-K). What is also worth learning are his dodging attacks - basically these are any technique that begins with a D button. Fast on his feet and very, very unpredictable, Lion is the first newcomer that VF1 veterans will feel at home with.







SPECIAL MOVES

P, [P], [P]: Punch, [elbow thrust], [backfist] (12+14+15) ◆ P, K: Punch-kick combo (12+30) ◆ for+P: Elbow strike (19) ◆ for+K: Knee (30) ◆ down/for+P, [P]: Uppercut, [downward swipe] (10+20) ◆ DOWN/FOR+P, [P]: Low forward creeping peck[s] (12+12) ◆ back/down+P, [P]: Low thrusting peck[s] (12+08) ◆ for, for+P: Long range fist thrust (40) ◆ for, for+K+D: Spin forward and kick high (24) ◆ down/for+K+D: Spin forward and kick low (24) ◆ back+P: Poke head from above (30) ◆ for+P+D: Poke head directly (30) ◆ P+D: Short range low wind-up attack (15) ◆ down/for+P+D: Long range low wind-up attack (20) ◆ DOWN+K+D: Sweep (24) ◆ up+K, [K]: Dancing kick[s] (25+30) ◆ down, down+K: One-handstand kicks (24+24) ◆ up/for+K: Cartwheel spin kick (20) ◆ up/for+P: Jumping downward swipe (30) ◆ back/up+P: Backward jumping downward swipe (30) ◆ up+P: Swinging arms (30) ◆ down+K, [K]: Low swipe kick[s] (12+12) ◆ down+K, K+D: Low swipe kick, high spin kick (12+30) ◆ back, back+K: Turn kick (30) ◆ back, back+P: Turn punch (14) ◆ back, back+K+D: Turn with side kick (24) ◆ D, for+P: High spinning side attack (20) ◆ D, down/for+P: Spin to the side with low trip (20) ◆ back/down+D: Ducks and steps away sideways ◆ for/down+D: Ducks and closes in ◆









THROWS

P+D: Trip (10+15+25) ◆ P+D: Piggyback attack (10+20) ◆ back+P+K: Reaping throw (30+20) ◆ for, for+P+D: Grab and fling (30+20) ◆ for, SCR, back+P+D: Frontal piggyback attack (10+15+15+30) ◆

SEGA SATURN™

Review *Index*

Here we go again and leading the reviews from the front comes the long awaited Sega Rally. Due out in January it's the perfect way to herald in the new year. Plenty of other stuff under judgment too. Will Time Warner find themselves found guilty of a duff conversion of Virtua Racing? Is the Amiga classic, Worms, innocent of cashing in on its cult status? What exactly are facts regarding the much touted RPG Mystaria?...Well? Turn the page! The suspense is killing me!

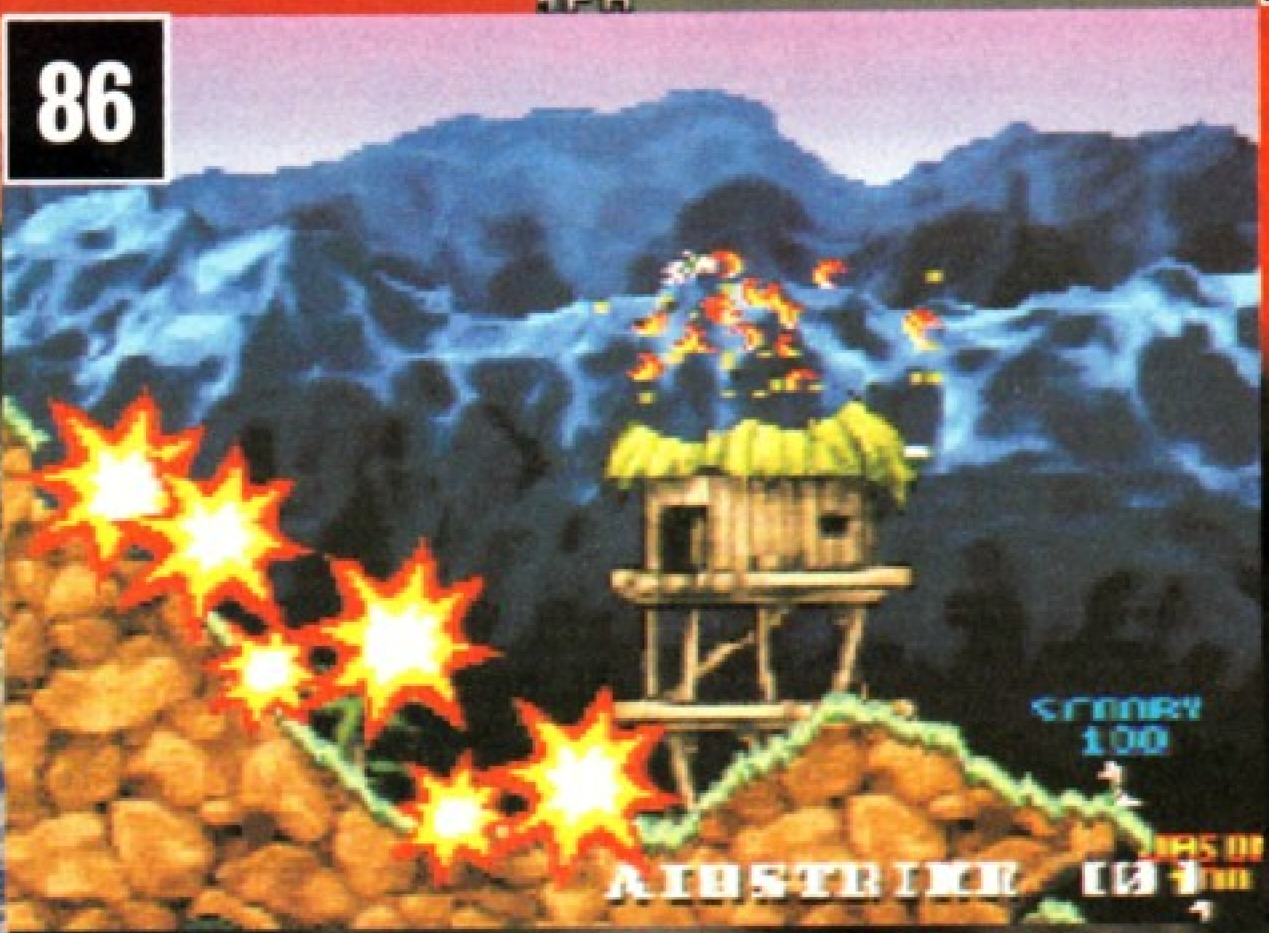
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88


82

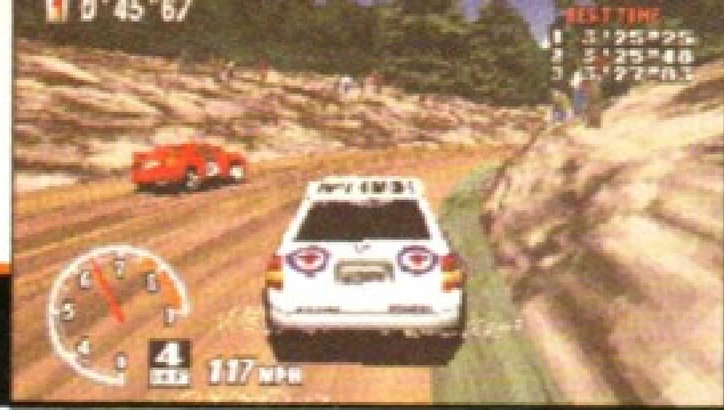

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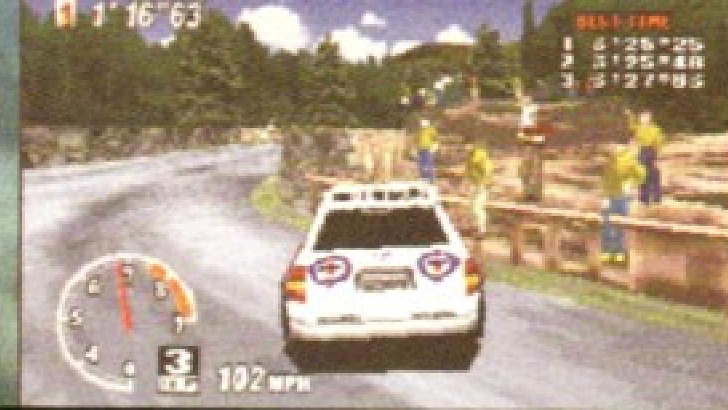

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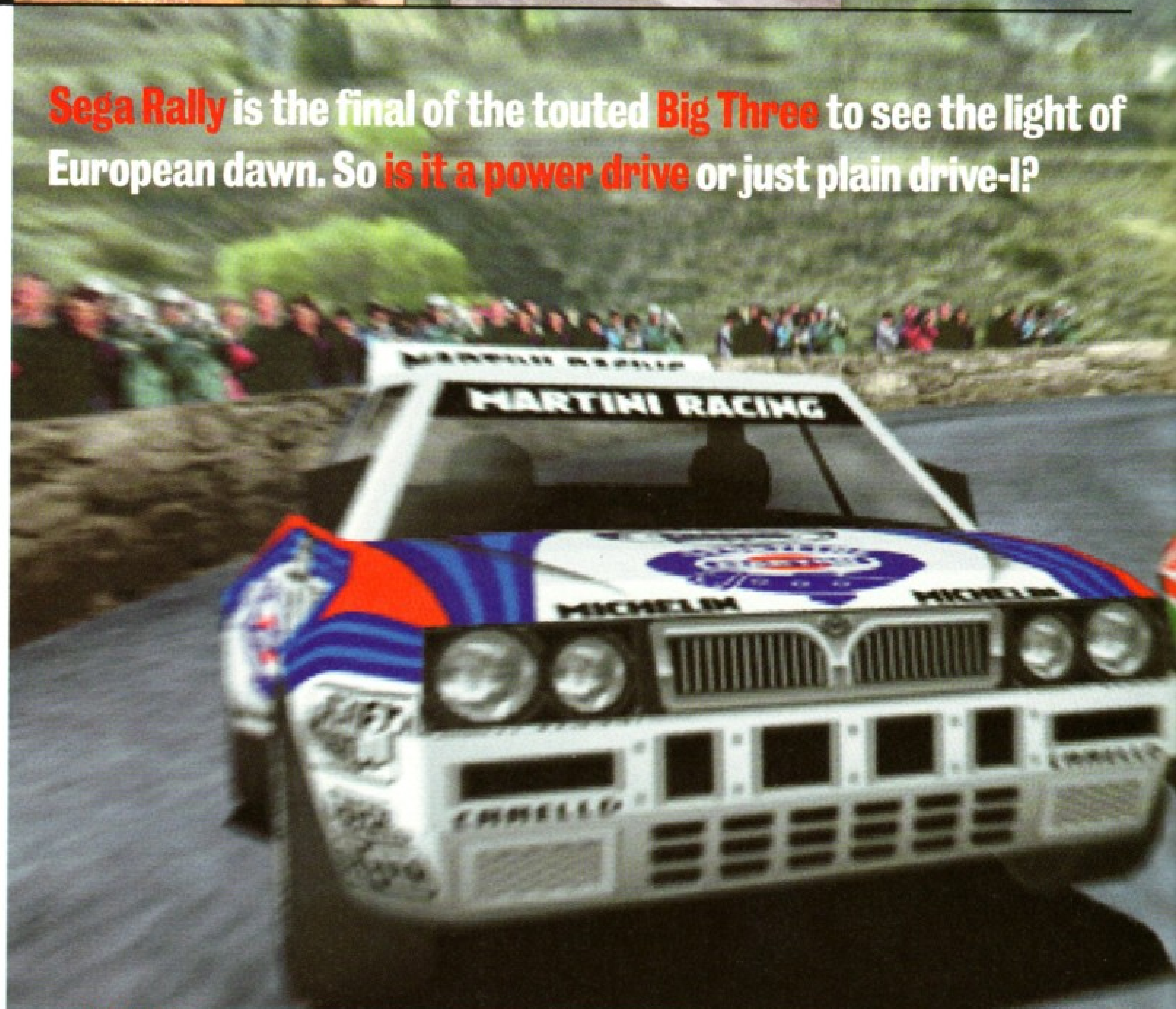

86


80


78





Sega Rally is the final of the touted Big Three to see the light of European dawn. So is it a power drive or just plain drive-I?

BY	SEGA
PRICE	£49.99
STYLE	RACING
RELEASE	JANUARY

We all liked Daytona. Go on, admit it, even those of you who wrote in to say how disappointed you were with it, still thought it was a brilliant game. You were just a bit miffed that the graphics weren't arcade perfect and as a result nervous that the Saturn would lose out to its rivals in the technical accomplishment stakes. Well stow that thought, you little minxes, because here comes the new racer around the block.

As a game, Rally might not have the immediate appeal of Daytona with its hordes of opposing drivers, punchy courses and bodywork-defying gameplay, but it's a deeper challenge and a more absorbing driving sim. As a conversion Rally beats the crayola out of Daytona, with far sharper graphics, more detail, faster scrolling and much less clipping trauma. But hey, let's not rush ahead of ourselves here. Let's take time to explore the game of Rally and what it means to you, Johnny (or Johnina) Saturn owner.







Everyone likes Rally because of its pseudo-realism. But whilst there's enough drag, slide action and difficulty wrestling with the controls to convince you the programmers know what it's like to drive a rally car there's never so much realism that you'd have to know how to drive one yourself to play the game. Basically the AM research team has clocked how a car behaves in the hands of an expert with millions of years of driving ability and made it possible for even those who haven't passed their Cycling Proficiency Test to replicate this. Not spinning over and dying in a horrible crash when you hit the sides of the road helps a bit, too.

Of course, with a racing game the feel is half the battle. Once you've got the car handling in a plausible manner it's pretty hard to screw up the rest of the procedure. And of course AM3, bless 'em, have no intention of screwing up. As a result the instinctive playability is complemented by a succession of testing tracks populated by mean opponents. Of course, three tracks don't seem that much outside of an arcade, especially as most players should easily clock the game after a day or so. But that isn't the whole point. You're supposed to want to finish in first place so you can access the fourth secret track. Then you're supposed to finish that first to get the secret car. And if Sega's hints at still more hidden secret hidden stuff are right the impetus should be there to beat that time too. It's like Virtua Cop, in that it doesn't require a superhuman effort to see the end, but it does take considerable skill and patience to do it properly and in a manner which would impress your friends.



Lawks-a-lordy, it's the two-player mode. It's a good idea brilliantly implemented, especially enhanced as it is by the whole ruck of two-up options. Head starts and new rules and all sorts come into play, and you can even play in a custom car should you so desire. And it's ace. The graphics are dead dead good. Though split-screen games are the only time any clipping is really noticeable. But don't worry about it.

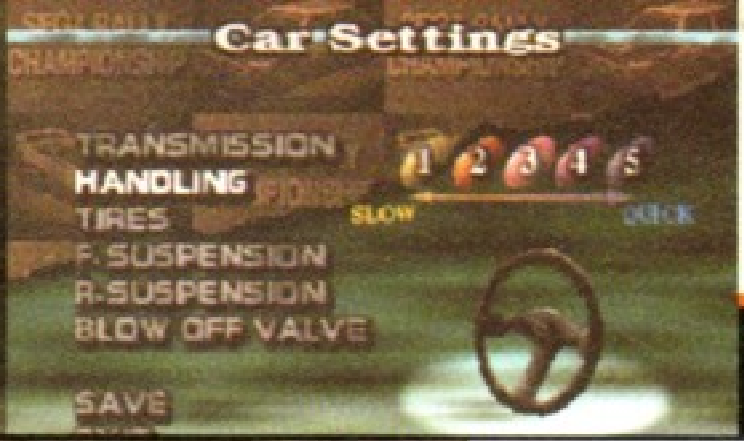
Fortunately for everyone concerned, Sega Rally delivers enough hardline fun-type stuff to keep you bound to the joypad. Plus, of course, there's the ground-breaking split-screen two-player mode. You can still hear the echoes of AM3's collective cry of "Fools! We'll show them! We'll show them all!". Alright, clipping does enter the arena when playing two-up, but it's still a marvel for which Sega deserve a swift round of applause. And, of course, it extends the longevity of game appeal exponentially. Plus it's guaranteed to ensure a steady stream of friends, sycophants and attractive members of the opposite sex 'round to your house to play against you (tip – let the attractive ones win). Basically, Sega Rally Championship is one of the best games you'll play all year. Meaning 1996. It's totally and utterly smart. Rejoice! The Saturn is ascendant.

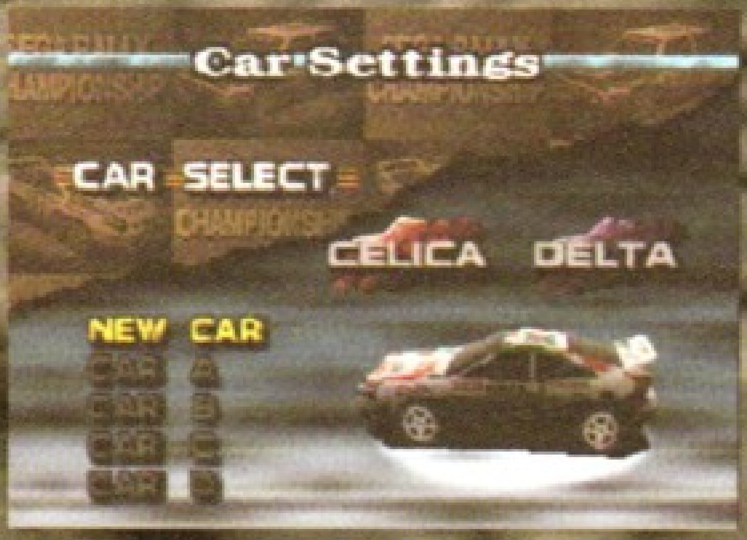
RAD AUTOMATIC







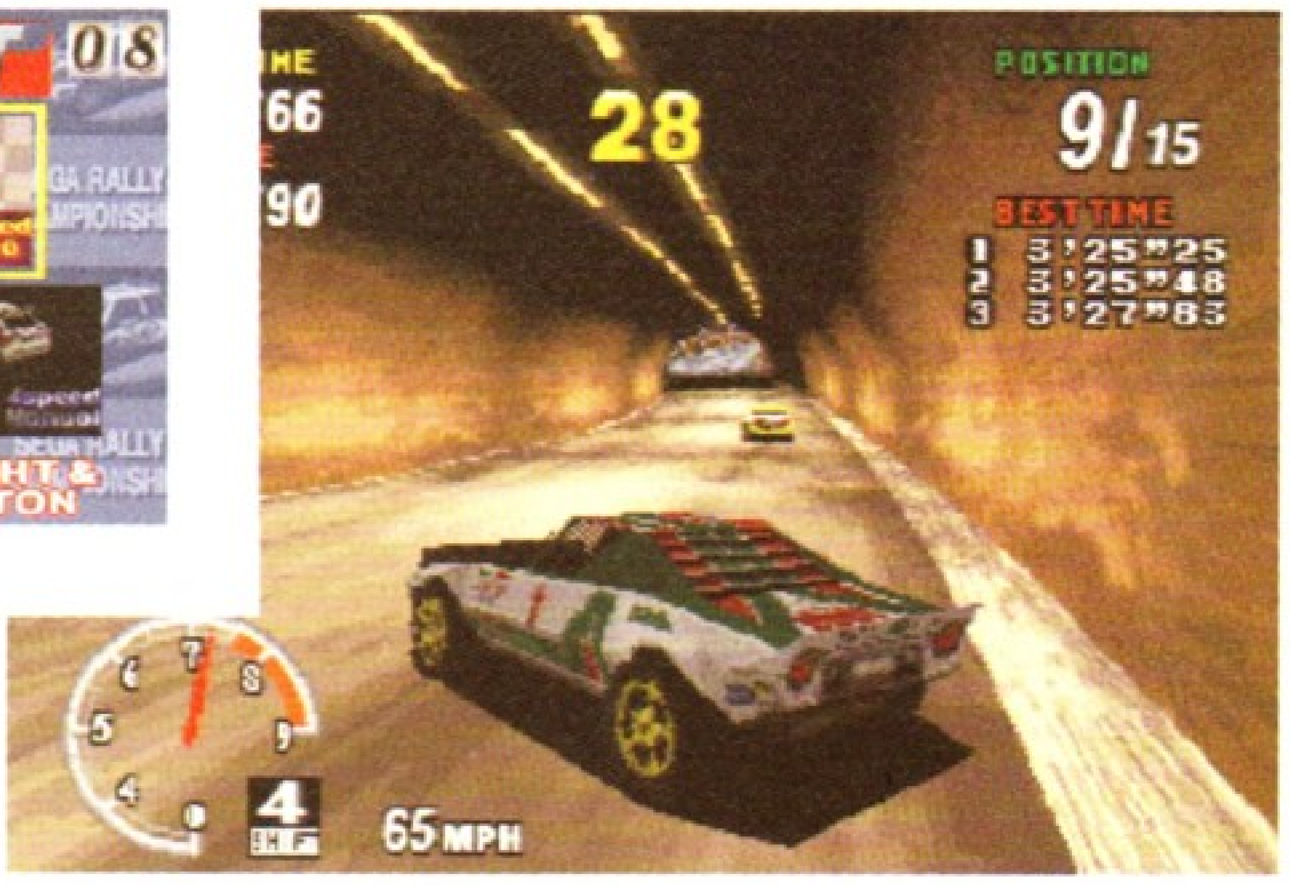






This is the first screen of the Customisation process. Choose your car, transmission and favourite attributes to drive the car of your dreams. Or nightmares until you get used to how to put them together properly. Practice makes perfect.





This is the secret hidden car, the Lancia Stratos. It's dead dead wicked fast, but very light, so it's hard to handle. Not only do you have to be a Rally expert to find it, you have to be a Rally expert to drive it too.











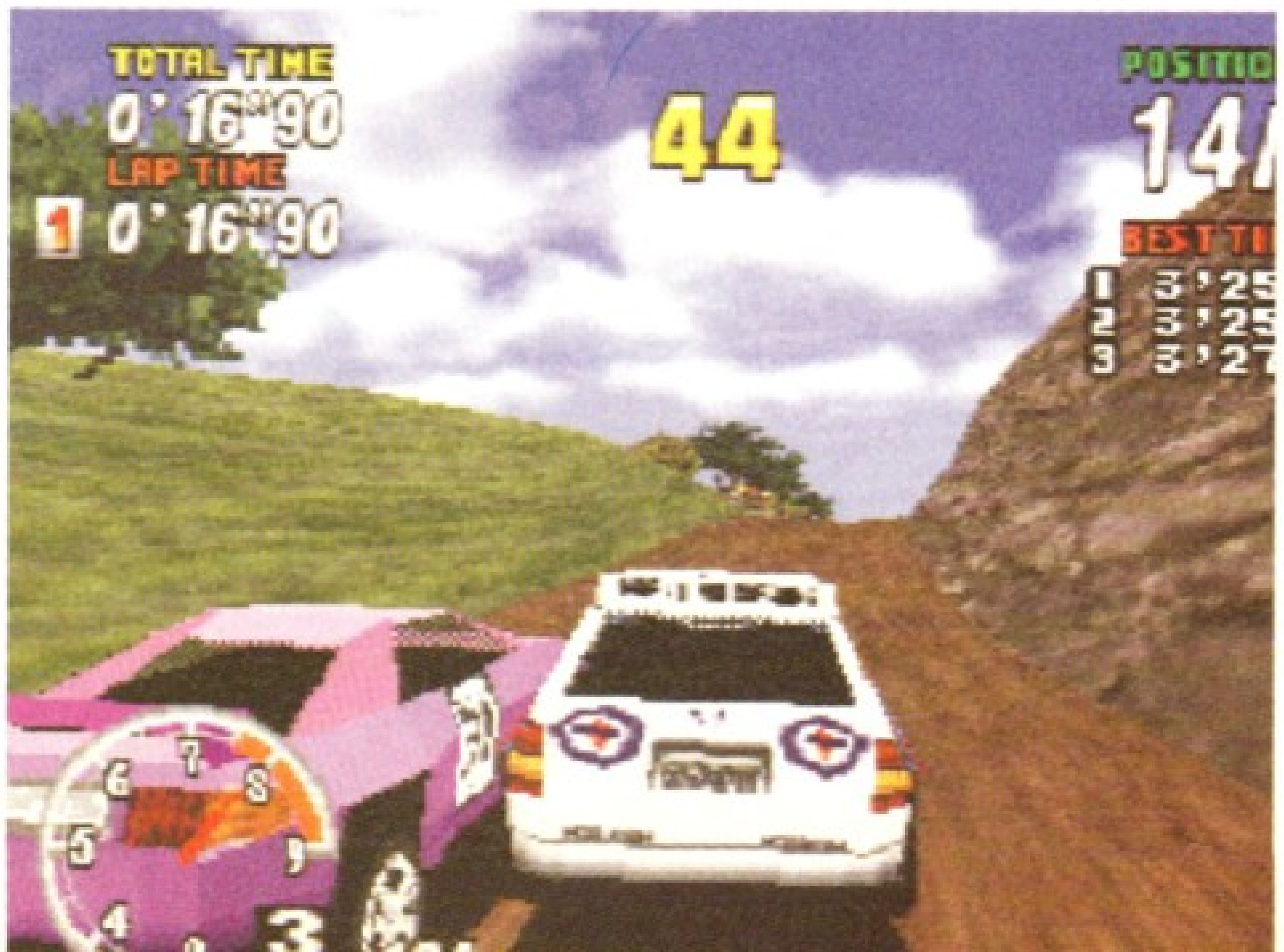
Although the graphics look detailed in still frames it's difficult for these shots to convey how convincing the speed blur is. But it's very convincing. Very convincing indeed.



The movement of the wheels as the car turns and hits bumps and bounces up and down and everything is superb. As is the mud-slinging effect seen here.



Look everyone – it's a tunnel! A real live tunnel! Relive all your favourite Freudian ideals by driving through it. And then reversing out. And driving through again.



A rally-raging classic beano of a game. Buy *twelve* copies.

graphics	97
sound	91
playability	95
lastability	96

overall

97%

BY	SEGA
PRICE	£TBA
STYLE	RACING
RELEASE	JANUARY

F1 Live

Given the dismal results of Time Warner's Virtua Racing convert attempt the Saturn has a gap in its niche window flagpole thing for a decent racing game. Not any old racing game obviously, because it's already got Daytona (which is ace) and now Rally (which is even better). But a racing game based on real Formula 1 racing, with low cars that go at a million miles an hour and need their tyres changing every ten minutes. Well hold your horsepowers, because F1 Live Information is on the way.





There's nothing especially ground breaking about the format for Live Information. It's a racer along the lines of the crinkly Super Monaco GP on Megadrive, but with two (wahey) views – cockpit and third-person behind-the-car depending upon your lust for realism or desire for millisecond-snipping cornering. What makes F1 different from most of its predecessors is the fact it's licensed from the motor racing equivalent of the NBA (whatever the stuff it's called), and so features all (or rather, a few) of your favourite racing drivers like Damon Hill and that German bloke and... some others. And they're in their real cars with their real teams, like Speedy United or whoever. You even get little digitised pictures of their pretty faces when you're selecting them. And the courses on offer are real ones too, apparently, but having never driven around a Formula 1 race course in my life (apart from walking four laps around one for charity when I was a foolish youngster) I couldn't verify this as the truth.

A season on the hot tarmac awaits you, donning the persona of your chosen driver like the kind of skin mask old Ed Gein (by the way, he's a serial killer) wore around the house. Although you don't have to talk to yourself in their voice like he did. Anyway, the process is pretty simple. Select Automatic or Manual transmission for your automobile. The other drivers might laugh at you for selecting Automatic, but rather that than have them laugh at you for not ever getting in the right gear at the right time until you get used to the courses and controls. Next, race. Actually, we've missed out a step there. Before you race you're allowed to fiddle with the front and rear wings, tyre grip and fuel level (which affects the weight of the car and thus its top speed). *Now* you can have a race.

Racing is very simple. Accelerate, brake and steer with two buttons and the D-pad (in that order). Press another button to flick on the "live camera" window in the top right of the screen, which gives you a a variety of TV camera views of you and your opponents' efforts. Press other buttons (L and R, completists) to switch gears if you're in a Manual motor. And that's it. Apart from pit stops, obviously. You'll need these to re-fuel (if you're on a lengthy track – eight laps is a long time) and replace your tyres as they get knackered. Actually, don't bother replacing your tyres, because once they're worn down you get to pull off some awesome power slides which actually make cornering easier, if a little slower.

But that's really it. And aye – there's the rub, as Shakespeare may have put it were he not talented enough to make it as a playwright and were instead employed as a games reviewer over two hundred years after his death. The rub is that there's nothing really to the game other than an incentive to complete every track in first place (which opens up an Extra Hard mode). The Champion mode doesn't really flow in the campaign-like way you'd expect it to. It's all about knocking halves of seconds off lap times. All very well if you're into that sort of behaviour, but with material like the stunning Sega Rally and Daytona already on the market, it's hard to see where a not-so-impressive Super Monaco clone fits in. If you're a totally anal race fanatic this is admittedly your cup of oil, but for most it's a bit too hardcore.

RADION AUTOMATIC





So what are you gonna choose eh? One set of tyres grip better so they're ideal for rain. The other are smoother and as a result are faster although more likely to slide.





Getting a bit of slide around the corners is often better than slowing down, even if it means you lose a bit of acceleration when you straighten up. Ok, so this wouldn't work in real life but hey! This is on a TV so take a few liberties!



Schumacher signs to Ferrari next year you know. ZZZzzzz.



Ok, you're on the straight. Put your foot down! Go on! Faster! Faster! And don't crash or die by the way.









Above you'll no doubt recognise the architecture of the famous Rialdo Dumassino.



The little screen on the top right of the screen gives you a camera's eye view of the action so you can chart who's in the lead, who you've got to overtake, whether there are any obstacles on the track and who's just gone up in flames and died.

Race as a real-life race driver! Pick Damon Hill! Then if you lose you're just being realistic! It's Formula 1 at its most Saturnesque!

Information







Here's a few more shots of cars racing. You'll notice of course the bridge to your left. This was built by the controversial post-modernist, Franco Calligri. He also designed the renowned Porta Loo.



A pretty fine racer that should appeal to most, what with its genuine racing stars and easy going control method. F1 is ideal for race connoisseurs with a perfection complex.

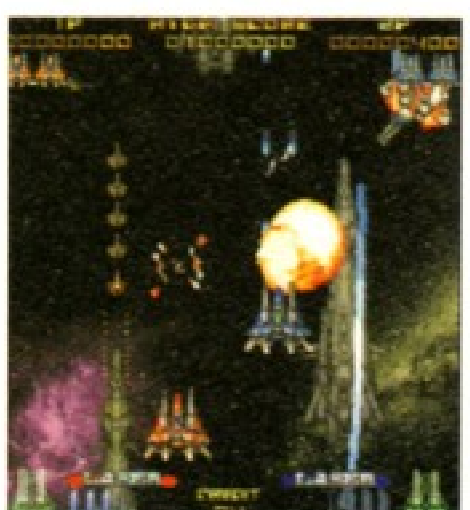
graphics	81
sound	85
playability	80
lastability	81

overall **80%**

BY	ACCLAIM
PRICE	£TBA
STYLE	SHOOTING DEATH
RELEASE	DECEMBER

Galactic Attack

Killing aliens has always been fun. Galactic Attack is all about killing aliens. In fact, it allows you to kill as many aliens as you want. Kill them all!



Shoot 'em ups have come a long way since the dark days of the late Eighties when up-the-screen classics like Dragon Spirit and Thunderforce flew the flag for the format. These days texture-mapped polygons, three-dimensional gameplay and more imaginative game design have redefined the genre and established a new niche in the affections of gamers. And no other game is more representative of this advance in play technology than Galactic Attack.

Ha! Tricked you! Galactic Attack is in fact a great leap backwards in game design, adhering to tried and trusted (five years ago) structural mores. But that's not to say it's a bad game. Oh no. It just looks a bit old. In fact, we'll tell you exactly what it looks like. Remember Sol Feace on the Mega-CD? It was the first game that came out for the machine. You know, the one which looked like a normal horizontal blaster but had giant robot spider-creatures with rotating limbs and things because rotation was the new clever effect on the block. And whilst it was alright to play it got completely hammered because everyone expected it to be a total revolution in gaming. Well that's what Galactic Attack is like, a bit.

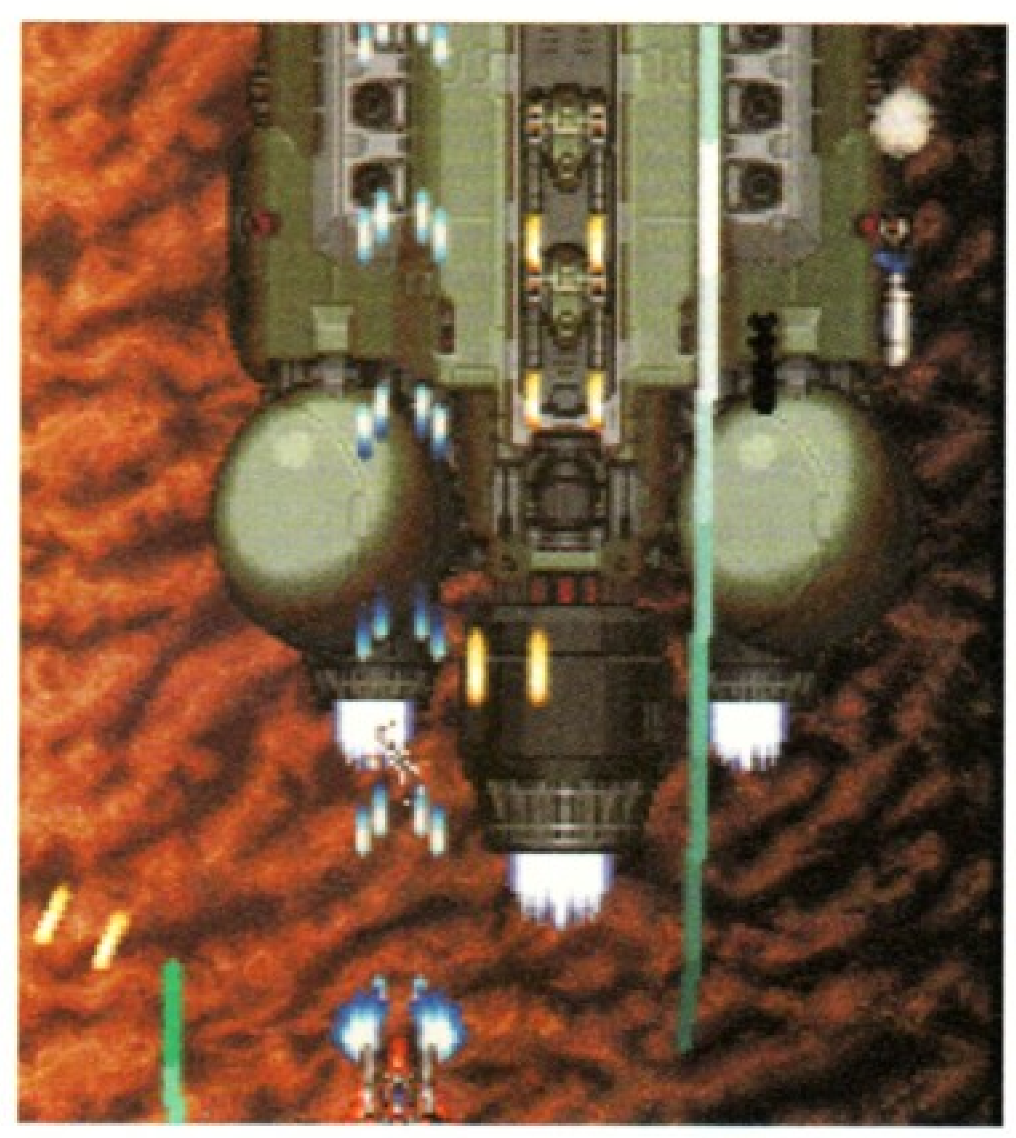
What we mean is that it's a playable vertically-scrolling game, with lots going on, no slow-down, plenty of imaginative enemies and a difficulty level bordering on the severe. But it's not going to sell any Saturns. In fact, it's probably not going to sell many Galactic Attack's. Not because it's a crap game, but because it doesn't look like you'd expect a Saturn game to look, despite all the lovely special effects on offer.

There is a slight redemptive element in Layer Section's originality quotient. This arrives in the form of a special horizontal-play function. This doesn't, as you may expect, switch the viewpoint from top-down to side-on (that'd mean redesigning all the sprites and, effectively, programming the game twice). What it does do is run the normal vertical-scrolling levels along the screen. This means you have to put your telly on its side – perhaps not easy with a 30" widescreen model – for an extended view/playfield on the vertical margins, with borders running up the sides of the screen to keep the horizontal dimensions the same. This might seem a bit pointless but in fact it's designed to replicate arcade monitors, which are normally taller (ie sideways) in this kind of game cabinet. Wow! An arcade experience in your own home!

If you're in the market for a fast action game in the old-school manner this should satisfy your lust. It's got plenty of big guns, it's fast-paced and you're guaranteed a sore thumb by the time you've completed it. But if you're looking for something a bit more, well, Nineties, you might be best off investing your funds elsewhere. Trouble is that the Saturn is sorely lacking in the field of shoot 'em ups. In fact, apart from Virtua Cop and Panzer Dragoon, the field of shoot 'em ups is lying pretty fallow. Hopefully Sega will look at rectifying this situation in the New Year. Until then it's a journey down memory lane.

RADION AUTOMATIC





Galactic Attack comes with a ready supply of bosses that appear midway through a level or at the end. Or in between.



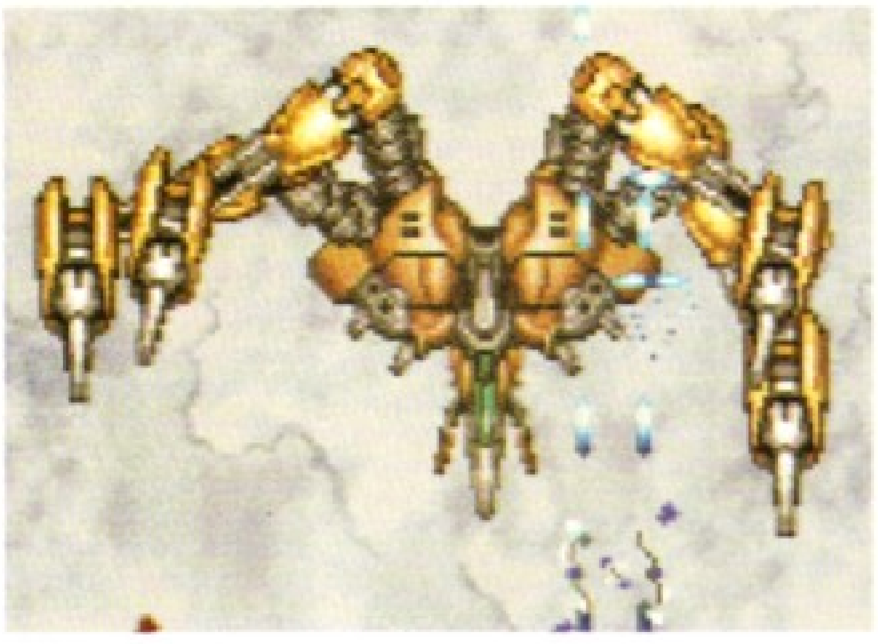

Enjoy all the wonders of space as you travel wide-eyed through the galaxy like a curious child, killing lifeforms!



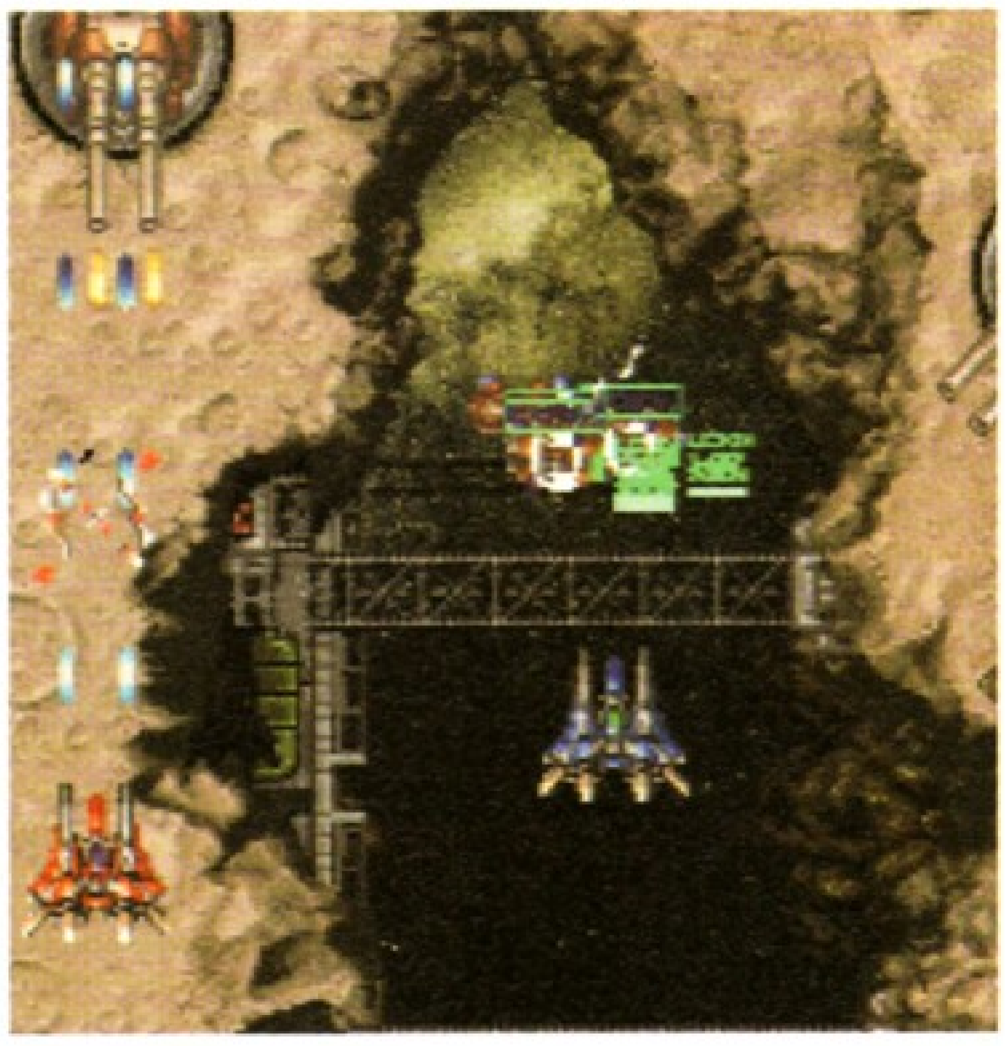






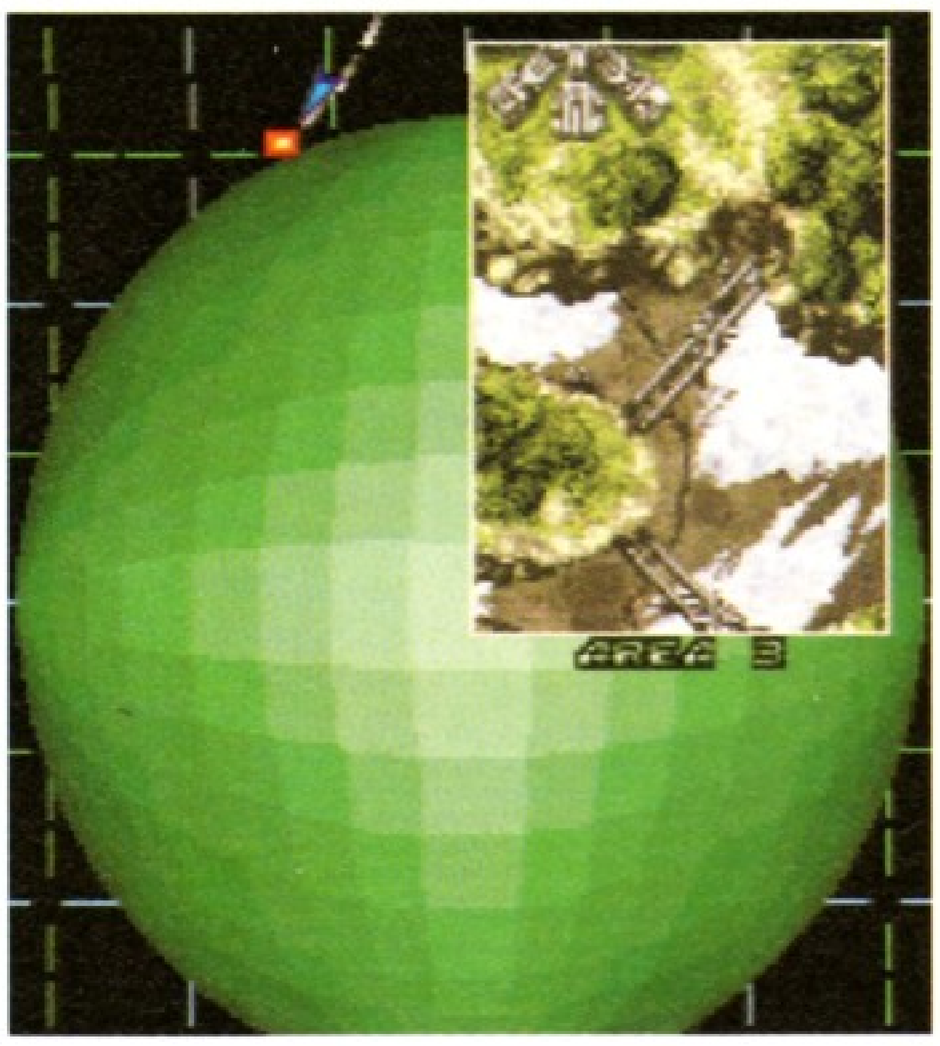




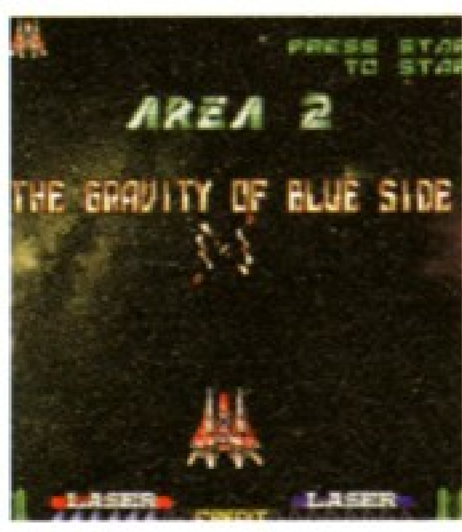




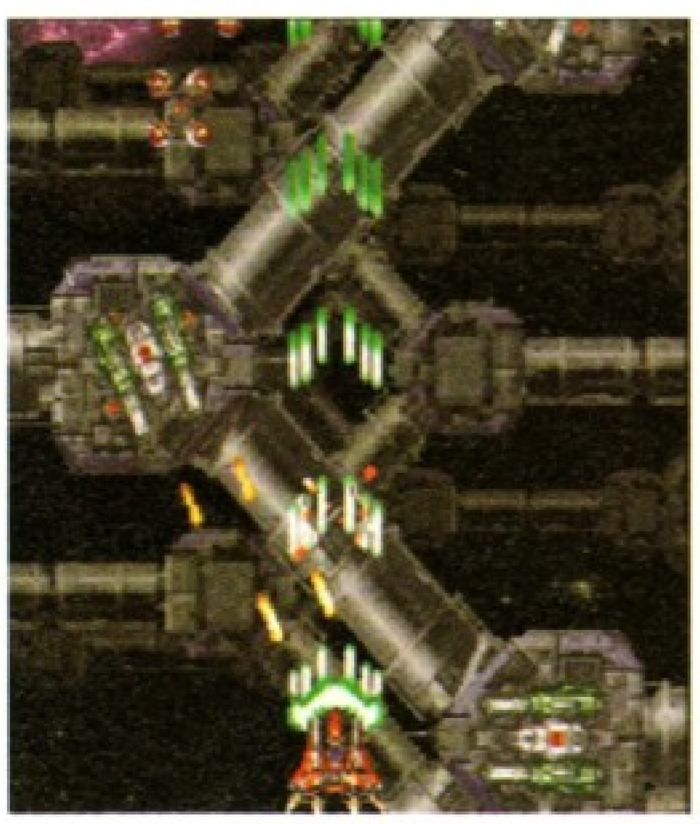




(Above)Two-player action is one of the many joys on offer from Galactic Attack. Another is turning your TV sideways!





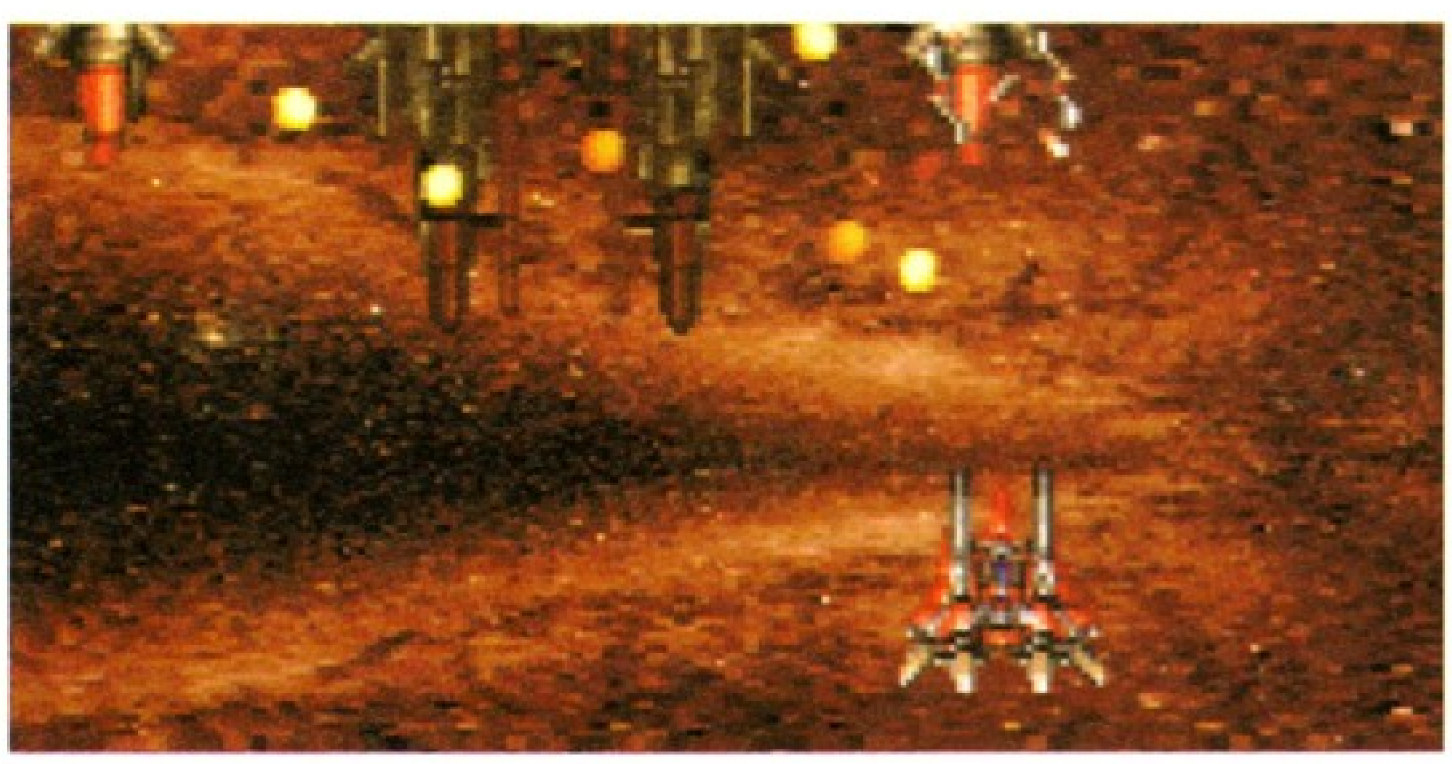








The great warlord, Turbot Guppie, and his army of radioactive vector fish have nothing whatsoever to do with Galactic Attack. Neither does Frank Potato, ruler of the vegitrons.



Not bad, but not brilliant. Galactic Attack looks dated compared to its contemporaries, but it's no real slouch in the gameplay department.

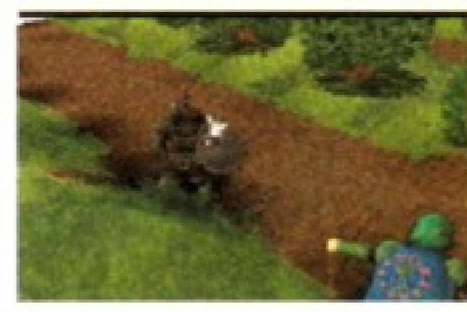
graphics	61
sound	78
playability	80
lastability	81

overall

79%

BY	SEGA
PRICE	£39.99
STYLE	RPG
RELEASE	JANUARY '96

If looking after a bunch of young warriors as they tumble on through their everyday challenges rings your bell, then Mystaria, Sega's first real attempt to break into the RPG world, could be just the thing for you. But then again...







RPGs are a funny old barrel of fish. For a start, you'll either absolutely love 'em, or alternatively, the mere sight of them will have you reaching for the sick bag. And, to be honest, they've never quite made it in to the gaming history books. At least, not in this country anyway. They're pretty popular in Japan though, where two or three of them are released most months to a begging-for-it public. The reason for their popularity is a bit beyond us really – apart from the odd one or two titles, the range of goods on offer is a bit poor – the games mostly consist of reams of boring 'mystical' text, a bit of fighting, and well, not a lot else. But then, there have been a few corkers which have enjoyed success in this country too – probably the best example so far is the Shining Force series on the Megadrive which won the heart of many a UK gamer, proving that RPGs can offer some form of long-term gaming satisfaction.




Incidentally, Sega have already had a stab at bringing the RPG to the Saturn, although it wasn't very successful. At all. In fact, Virtual Hydlide was a bit of a mockery, being both disjointed and almost unplayable. And although it tried its hardest to be a 3D wander-about, the screen update was absolutely appalling resulting in a decidedly jerky adventure.

But hey, lets put all that behind us shall we? After all, Sega have a brand new adventure on the way, and it's not like Virtual Hydlide at all. AT ALL. Actually, Mystaria harks back to the days of the old Shining Force games if anything, being more of a strategy-cum-beat 'em up than finding your way through darkened mazes. This was released a couple of months back in Japan under the guise of Riglord Saga, and although it was criticised a bit, it has enjoyed surprising popularity. The story is as predictable as RPGs ever were – the kingdom has been taken over by an evil force, and will be evermore plunged into darkness until someone decides to do something about it. And naturally, that means you and your band of merry travellers, each of whom is equipped with a special gift, such as being an expert archer or having the ability to conjure up magical spells out of thin air.

Unfortunately though, you don't get to know your characters very well. Most of the game is spent in time-consuming battles where your posse attempt to break free from forests, dungeons, castles – you know the sort of thing. Which is all well and good – after all, this is an RPG and that's essentially what RPGs are all about. But, it's always nice to have a bit of story to indulge in too, and sadly, this is where Mystaria falls a bit flat. There's hardly any story at all, and when there is any it merely acts as a prelude to more fighting. What made the Shining Force series on the Megadrive so great is that it gave you a really juicy plot to get into and the story helped break up the sometimes monotonous fighting.

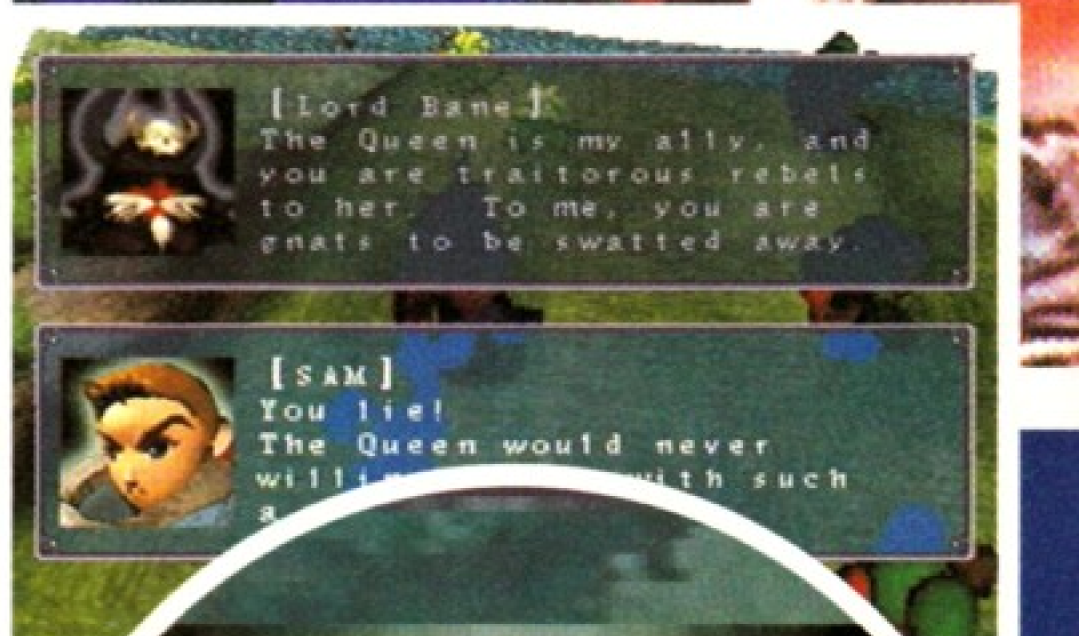
There's no doubt that RPG freaks will love this, as it provides plenty of the strategic action that made games like this successful in the first place. However, people who are merely looking for something to complement the usual array of frenzied joypad pounding may find it slightly tedious and even a bit dull.

SAM HICKMAN



In Mystaria, you begin with just a few characters in your posse, and as you gain experience, more people join your gang. Which obviously makes you loads harder than before.





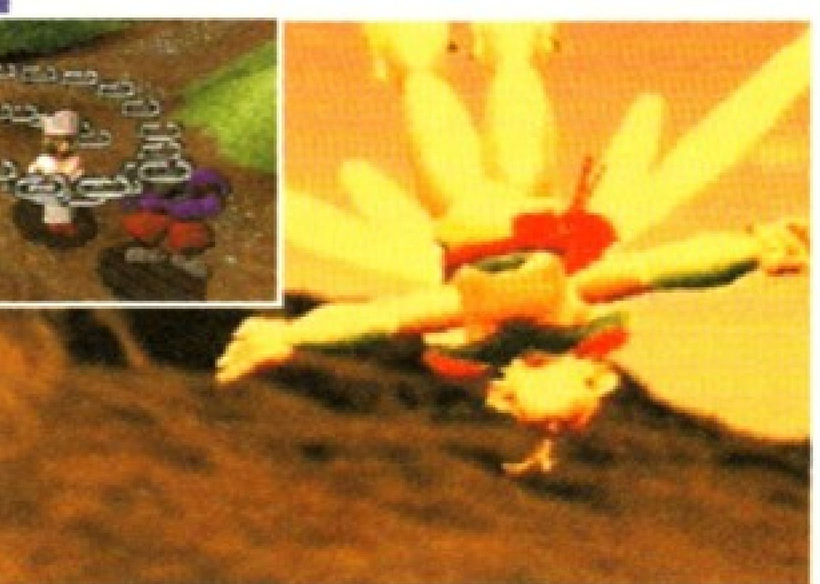









Mystaria



Mystaria has the sort of intro that you'd expect to see on the Saturn – a cartoony type story with Japanese style graphics and plenty of sword wielding. Pity it's all shown in a window the size of a matchbox though.











Action is played out through this strategic battle mode, where you choose the destination and actions of your character.

A nice enough title which unfortunately lacks storyline. Will appeal to hardcore RPG fans, although others may find it a bit dull.

graphics	80
sound	79
playability	72
lastability	82

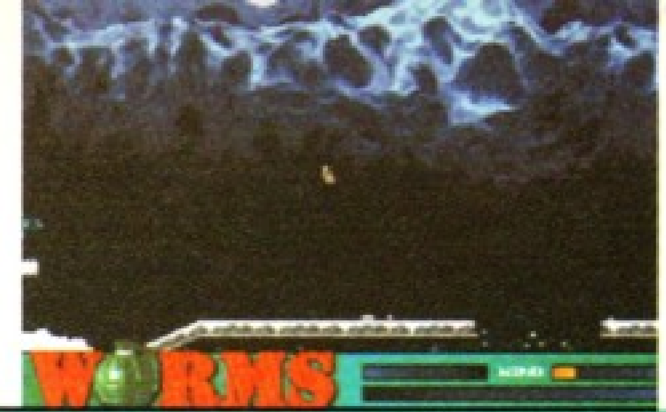
overall **80%**











BY	TEAM 17/OCEAN
PRICE	£44.99
STYLE	STRATEGY
RELEASE	DECEMBER

The story leading into Worm's arrival in the development world is the nearest equivalent the video games industry has to Cinderella. A few years ago, during one of the dull ECTS trade shows we endure twice a year, a guy strolled up to Team 17 and asked if they'd like to have a look at a game he'd been experimenting with. 'Yes please,' said Team 17, thinking along the lines of 'oh great, another poxy graphical showcase with bugger all playability and less chance of coming out on time.' Instead, so impressed were the Wakefield-based developers that the game was signed on the spot, with a full-time contract offered to the prodigious home programmer. After a name change, Worms was born.

Already something of a revelation on the Amiga and PC, Team 17's Saturn incarnation of Worms is a direct port of the PlayStation code. While Team 17 will be the first people to admit Worms is a bit of a Billy Joel in the looks department, it has playability other games could only dream of. The premise is simple: the player is given control of a team of four worms each of which has 100 hit points. These are then dropped into a randomly-generated play area against up to three other squads. The action is viewed from the side, and below the play area are a series of icons. These icons, and the second selection behind this panel, are your weapons of destruction. All that remains now is, by careful use of the homing missiles, ninja ropes, and cluster grenades, to whittle away your enemy teams' energy and eventually wipe them out. Simple.

However, where Worms scores its playability points is in the skill needed to effect this seemingly easy task. In addition to the weapon inventory, the bottom of the screen also plays host to a power bar. Thus, using an object as destructive as, say, a grenade, isn't just a case of lobbing it and hoping. When it is one of your teams' go, the worm in play is highlighted by a big red arrow. Using the Dpad to move him left and right (keeping an eye out for the mines which punctuate each stage!), a victim must be selected, and a small cross hair sight appears before the worm's forehead. Using the up and down movements on the Dpad to raise or lower this, it is now time to select the grenade. All that remains now is to gauge the power needed to land the grenade at your intended victim's feet.

Granted, precision along these lines is something that will come with time, but Worms ensures complacency will never set in courtesy of the aforementioned randomly-generated landscapes. With mines, potholes, and water/lava/acid (take your pick!) accompanying the seven different graphical themes this adds an element of risk to the proceedings, as does the random dropping of the worms — for example, if the CPU decides to drop a player's worm under an alcove, even the most adept homing missile user is going to find it hard to weed him out!

If there's one criticism to be levelled at Worms, it's that the CPU players are a little too uneven at times. During a game they go from being extremely stupid and teleporting on to a mine, to picking off a player with pinpoint accuracy using a bazooka from the other side of the play area. However, as with all the best games, Worms is best experienced with a bunch of mates. As experience and skill grows, the game grows with you, throwing up challenges even a Meister Worms player will have to think about — including the addition of weapon drops when you need them most, or the sudden death mode where all players are reduced to one health point if the game goes on for too long. Basically, Worms is a game which grows with you — and you don't get many of those these days. Brilliant.

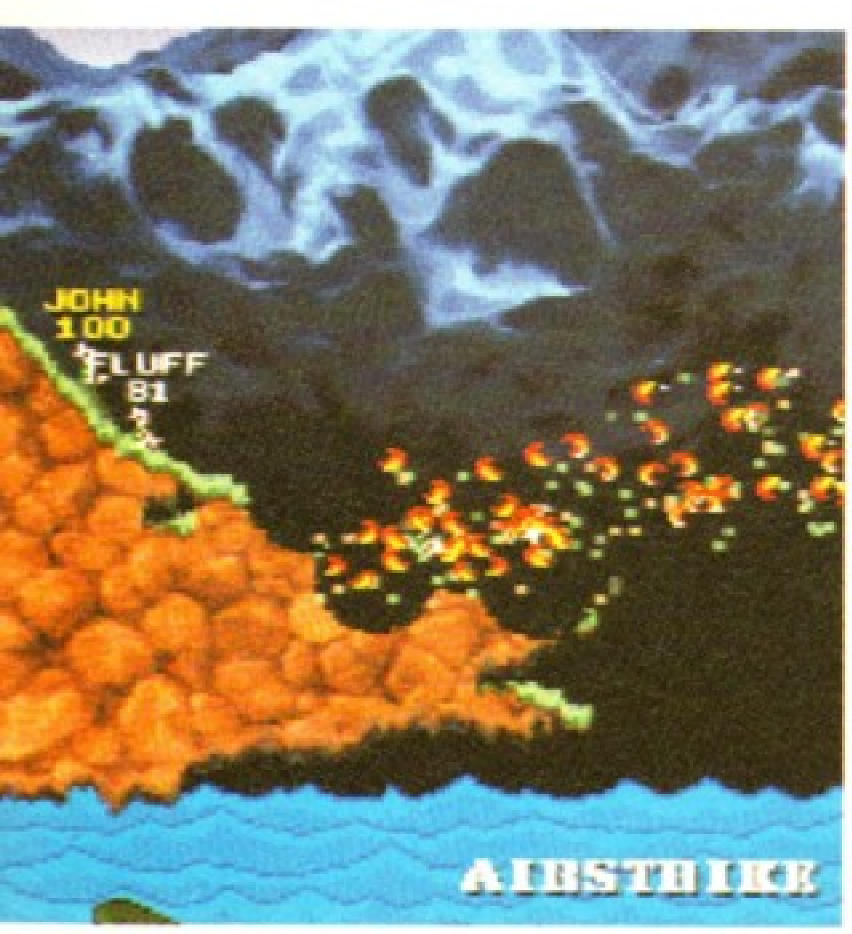
STEVE MERRETT



A worm falls victim to the dragon punch and is sent rushing to his death in a river of acid!



Do Worms go to heaven? No. They burn in hellfire!





Beethoven is fairly well protected here but a homing missile will still cause him plenty of damage. An airstrike however would take out Ringo and Scooby too.



A worm demonstrates the teleport. This is most useful when you're caught in an obscure cove or want to hide safely.

Yes, we know it doesn't look that smart. But are you ready to experience THE single-most playable game in years?

worms













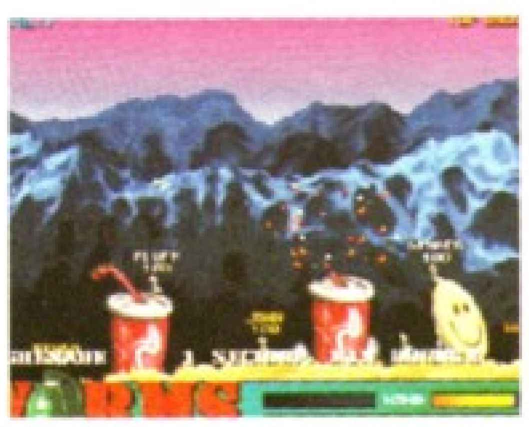


Although weapons like an airstrike or homing missile are very popular, a bit of cunning works wonders.









Who'd have thought worms would be food for worms!





There are a large bunch of worms here and three mines precariously positioned between them. Knock a worm on to one and they're out of here!





Quite simply the most playable game to hit the Saturn so far. By no means a rival to Virtua Fighter II's technical brilliance, but a game that will last you for years to come. A rarity.

graphics	78
sound	79
playability	94
lastability	93

overall

90%

BY	TIME WARNER
PRICE	£TBA
STYLE	RACING GAME
RELEASE	OUT NOW

Think of the word "Virtua" and you tend to associate it with master programmers AM2 - but this particular Virtua game has absolutely nothing to do with the genuises behind Virtua Fighter and its incredible sequel. The question is: can Time Warner Interactive bring the magic of the coin-op classic to the Saturn?

Well, in a word the answer has to be "no" - but don't worry, it's not really all bad news.

Time Warner Interactive's VR Virtua Racing (to give it its full, rather grandiose title) is a victory of quantity over quality. All of the tracks from the arcade version are there, along with a gargantuan seven additions (although two of those bear similarities to the two extra tracks in 32X VR Deluxe) and there is a huge amount of options and game variations - not forgetting a choice of FIVE different cars.

It has to be said that these additions add a great deal to the game. Each of the cars handles very differently and at least two of the new courses add a great deal of challenge to the title. Best of all is the Grand Prix mode which allows you to progress through the different classes of vehicle, amassing championship points which you need to graduate from one competition to the next. It's clear that a great deal of time and effort has gone into creating a home product, rather than a simple arcade conversion.

The thing is, what I think what people are going to be after first and foremost IS an arcade conversion. Although the likes of Daytona and Sega Rally have improved upon VR graphically, some people (not myself I must admit) believe that in terms of playability VR is the best - and even now the game is still well worth the occasional credit. As a conversion, TWIVRVR is frankly a disappointment. Gone is the 30 frames a second update (which the Saturn can easily handle), along with most of the trackside detail. The all-important control method and spectacular crashes are present - but bear little resemblance to the arcade original. The attention to detail prevalent in AM2 conversions is also missing. Although the little touches in the coin-op are present - such as dislodging coconuts on crashing into a tree - basic polish is missing. Case in point: as you crash, spinning through the air, the shadows underneath your wheels spin as, well, as though they're super-glued to the tyres. This all helps contribute to a slightly "tatty" appearance - a charge you couldn't level at the coin-op. Flat polygons it may have been, but Virtua Racing had a style all its own.

One year ago, Sega's AM2 department converted across a Model One coin-op to Saturn almost perfectly - witness Virtua Fighter. Considering how close the new, more techinically advanced Virtua games are on the Saturn, there is absolutely no reason why 12 months on this couldn't have been nigh-on identical to the arcade machine. What we have here is a game that is mildly playable, but looks and plays for all the world like an enhanced version of VR Deluxe on the 32X.

My advice with regard to this title is outstandingly obvious - hold your horses and purchase the new Sega Rally Championship as soon as is humanly possible. It might not have the enviable depth of Time Warner Interactive's VR Virtua Racing (not that it's so far off), but in terms of fun, excitement and raw playability, it makes VR look like the dinosaur it is.

RICHARD LEADBETTER





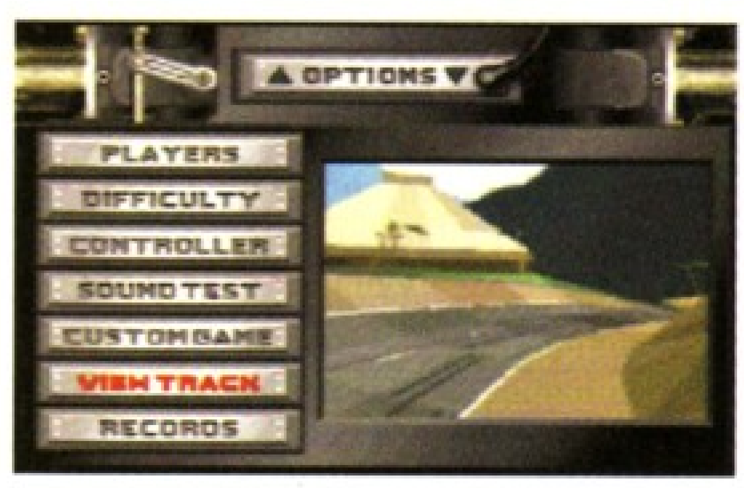


Unfortunately when you start playing the F1 car looks nothing like this.

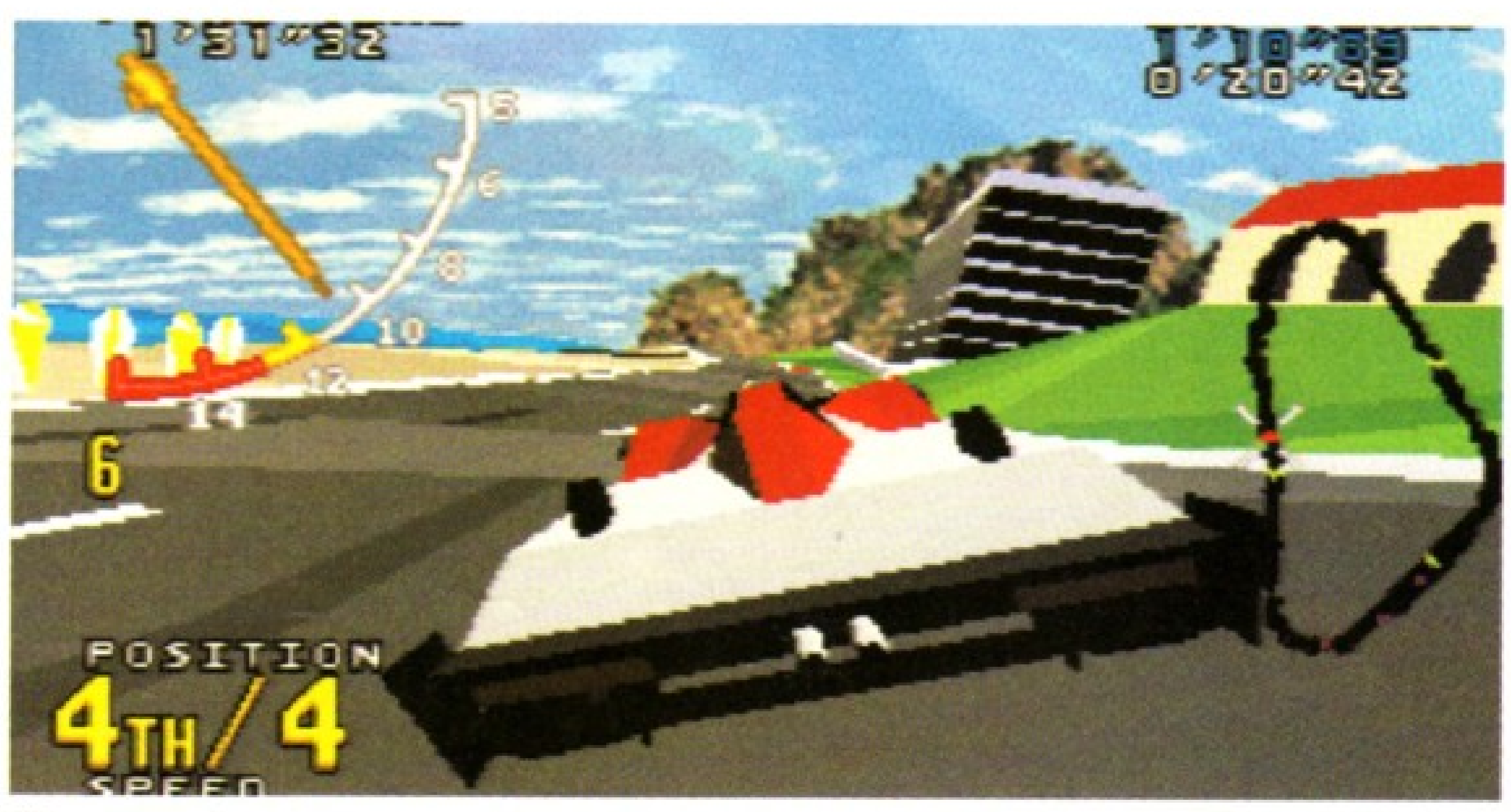


The view track option gives you the chance to saunter round checking out the bends.





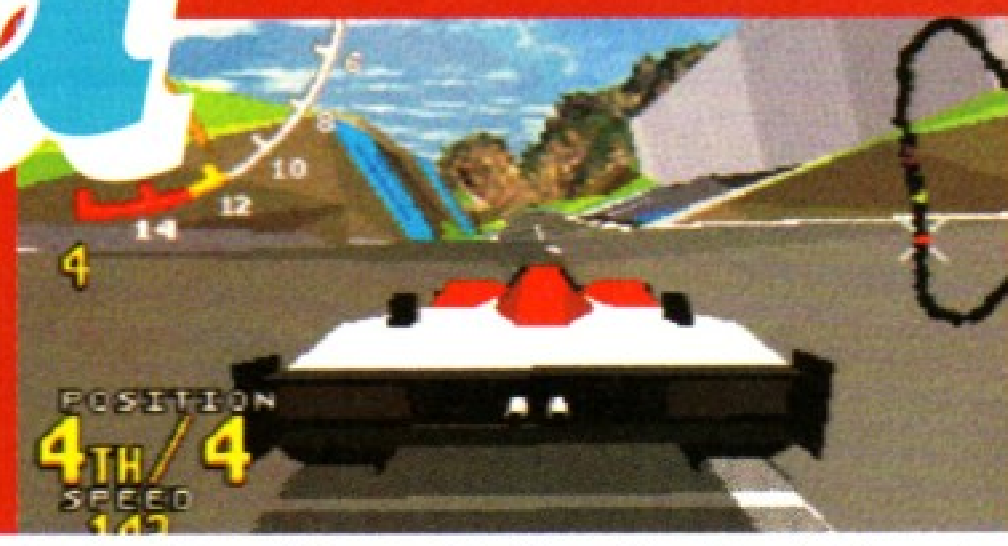




This screen shot gives you some idea of the extent to which Time Warner have altered the game during conversion. The graphics aren't a patch on the arcade unfortunately.

TIME WARNER INTERACTIVE'S VR Virtua Racing





Getting off to a flying start is all a matter of reving the engine perfectly in time for that green light.









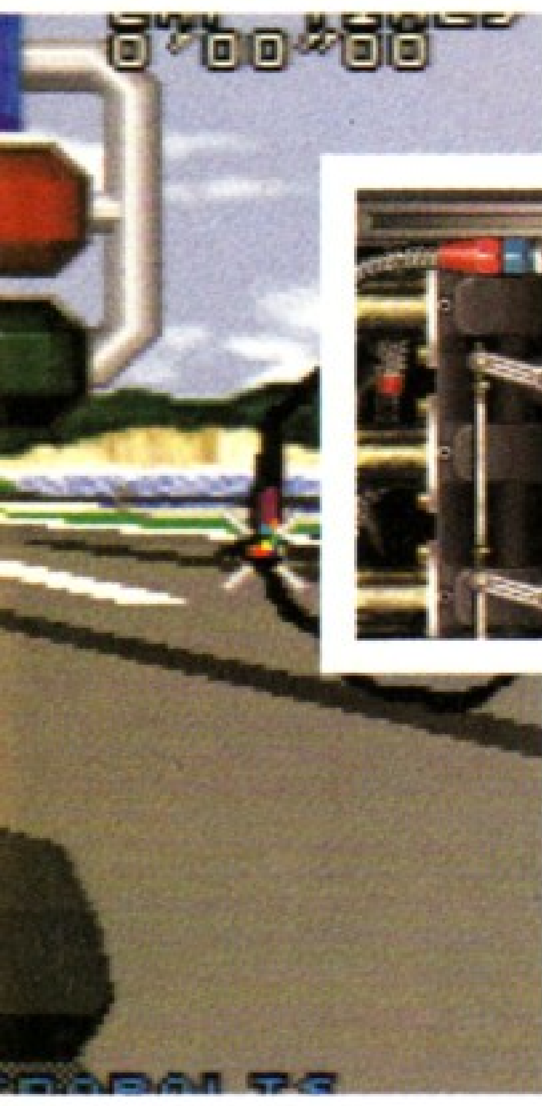
This range of options is cunningly designed to look like the engine of a racing car! Choose and be merry!



There are a choice of cars to race in. Naturally they all vary as regards speed, acceleration and handling.











This little beauty is the fastest car on the circuit. Only for those with a penchant for G Forces!

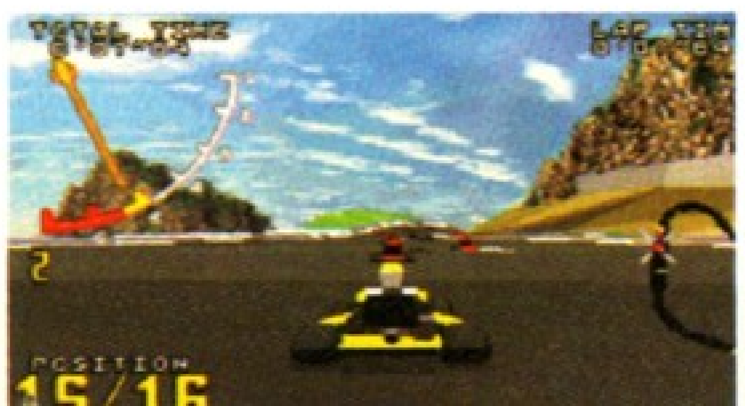


Racers regularly decide to stop half way through a race for a quick cup of tea and a chat. Frank and Bill (above) are currently discussing the merits of each others go-karts.



Always choose the practice option first to familiarise yourself with the track.



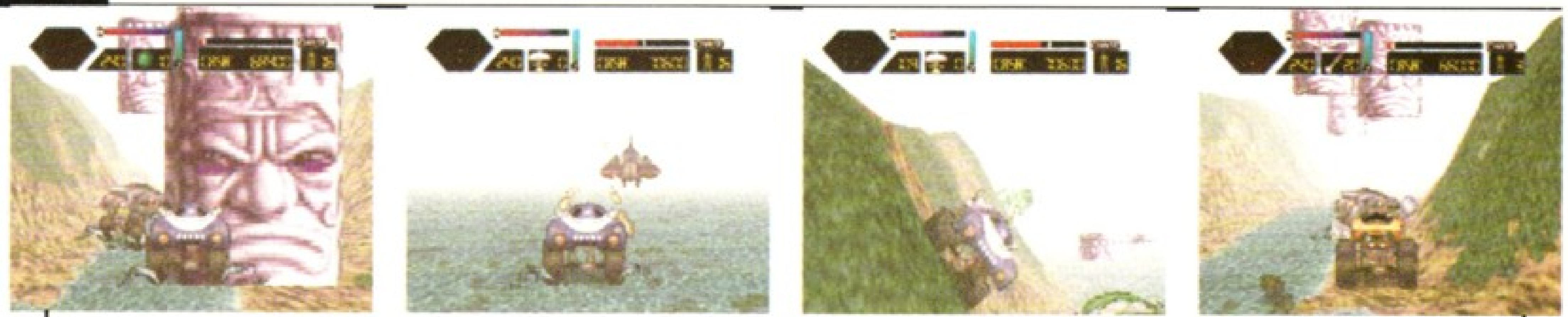


Not a very close conversion of an undisputed arcade classic, but VR is still a pretty playable road racer. The question is: who wants this with the awesome Sega Rally ready for release?

graphics	77
sound	62
playability	78
lastability	77

overall **77%**

BY	CRYSTAL DYNAMICS
PRICE	£44.99
STYLE	RACING
RELEASE	OUT NOW



Other buggy's and air attacks aren't the only obstacles in the way of a fast ride. Each level also contains things like gun towers or, in this case, huge gargoyle pillars that stamp on anything that spends too long messing about in its shadow.

Crystal Dynamics have big plans for the Saturn. For now though they've only one release on the go and that's Off-World Interceptor Extreme. It's a racing game. It's a shoot 'em up. But is it any good?

Radical', 'awesome', 'bodacious', 'cowabunga' — there was a time when all of these words ensured you a reputation for hanging with the homeboys so to speak. But now, to replace this rather gauche and linguistically unfashionable bunch of expressions, the dedicated follower of youth culture need use only one word: 'extreme'. That's right, if you too want to relate to the Nineties kid with attitude, just stick the word extreme in there somewhere and Bob's your extreme uncle! If it hasn't got the word extreme in it then it's obviously something stuffy and old fashioned like the 'Houses of Parliament' or 'beef stew'. Unless you're eating 'beef stew extreme' that is.

Fortunately Off-World Interceptor managed to get the word extreme tucked in just at the end so it's pretty damn cool. At least, that's the way it looks until you start playing, at which point it soon becomes apparent that the only extremes the gameplay is likely to take you to are those of tardiness and banality. To begin with it all looks quite interesting. According to the game's creators you are the 'Trashman' and "dig smearing a planets surface with outlaw scum". What this means essentially is that you chase criminals across some of the strangest terrain in the galaxy in one of six buggy's. This also incorporates shoot 'em up action which involves firing missiles, laying mines and even calling in an air strike. Remaining faithful to the racing genre, there's also the opportunity to customise your car by improving its engine, tyres, gyros, shields and boosters, and stacking it out with ammo. You don't get this for free of course. First you have to earn money by completing races in the fastest time possible. To get hold of a better car you've got to really save up the cash. Once you've completed three chases you come up against the boss which is a one-on-one race and shooting affair. If you defeat them then you earn a bounty reward. This all sounds decent enough doesn't it but don't be fooled, the gameplay is dire. The whole way the vehicle moves is totally unrealistic. It bounces about from sand dune to sand dune like a ping pong ball and leaves you feeling you've got relatively little control over its movements. Even customising your buggy doesn't make any significant difference. Consequently the gameplay is bland and repetitive and even though the courses vary quite a lot, you come out feeling the changes are nothing but cosmetic. Even the ironic Beavis and Buthead style game intro falls flat on its face providing about as much comic value as dental torture. Extreme? No not very.

ROB BRIGHT



Hit that highly charged electricity pylon and you're history!









The view from in the cockpit and an exploding buggy.



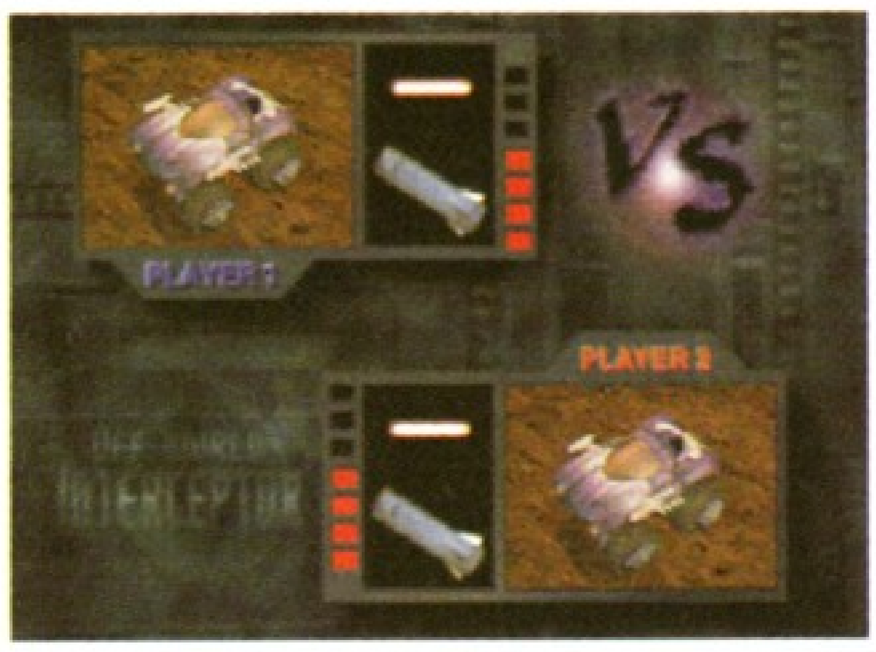




Off-World Interceptor extreme



Off-World Interceptor features a special two-player battle game. Using a split screen each player has to hunt down the ammo pick-ups and begin an assault on his opponent. The little radar at the top left of the screen tells players exactly where their rival is. Two-player battle mode also hones your attack skills in readiness for the usual race and chase game.



In two-player mode you can choose from six cars.







Ignore the 'child on board' sticker!





The initial idea seems like a fairly decent one but as soon as you start playing, the mediocrity of this title makes itself quickly apparent.

	78
sound	70
playability	67
lastability	62

overall

65%

Tips

VICTORY BOXING

One of the best features of Victory Boxing is that there's lots of secret characters. To get them you'll need to play the game through in Main Event mode and complete it as the top rank.
Though all of the characters look very different, they're fairly similar when it comes to fighting. They've all got top stats in every area, meaning that the fights between them can last a long time.

KIKI AND NANA

The deadly mother kangaroo with her ninja joey.









YAMOTO MUTSU

A kick boxer who doesn't use his feet. But is still rock hard.





As you play through the game, you'll learn some excellent combos from Snake the trainer. To save you the hassle of finding a pen and paper to write them down, here they are. The different styles are based on which head you choose for your character and for a left-handed fighter, the directions should be reversed.

DETROIT STYLE

COMBO NAME	PRESS
Combo 1	B, Right+B
Combo 2	B, C
Combo 3	Left, RIght, B
Tiger Swing	Up, Down, C
Slash Ax	Down, Up, B

OSCAR STYLE

COMBO NAME	PRESS
Combo 1	B, Right+B
Combo 2	B, C
Combo 3	Left, RIght, B
Jolt Hook	Up, Down, C
Glide Burst	Down, Down, C

OPEN STYLE

COMBO NAME	PRESS
Combo 1	B, Right+B
Combo 2	B, C
Combo 3	Left, Right, B
Smash	Down, Left, B+C
Corkscrew	Up, Left, B

PHILADELPHIA STYLE

COMBO NAME	PRESS
Combo 1	B, Right+B
Combo 2	B, C
Combo 3	Left, Right, B
Combo 4	Left, Right, C
Boro Punch	Up, Down, B+C

PEEK-A-BOO STYLE

COMBO NAME	PRESS
Combo 1	B, RIght+B
Combo 2	B, C
Combo 3	Left, Right, B
Sero Upper	Up, Up, B+C
Dempsey	Left, Right, C







m-091j

The Dural-like silver characters from the fighter select screen.

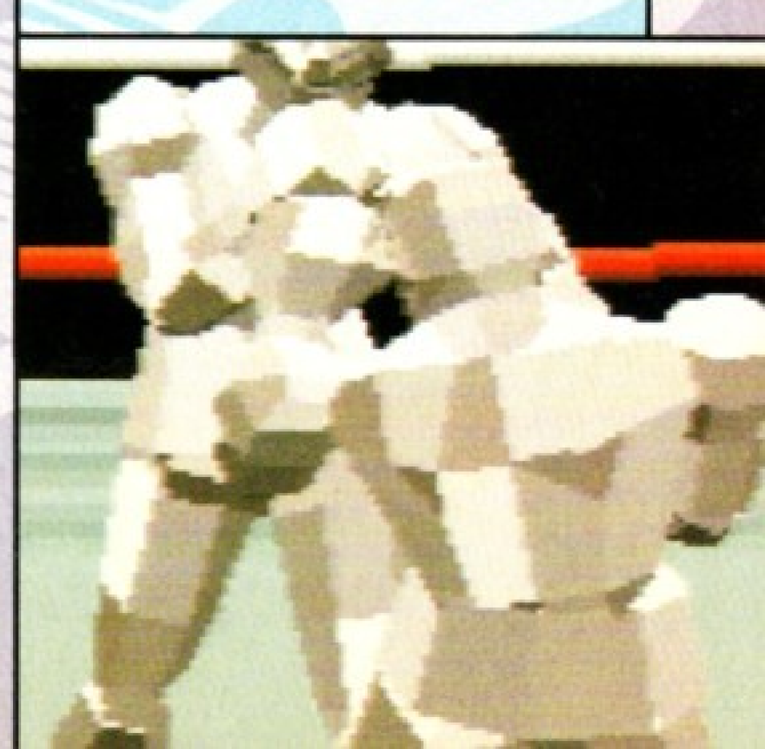




SNAKE

The one-eyed trainer and his bottle of grog.



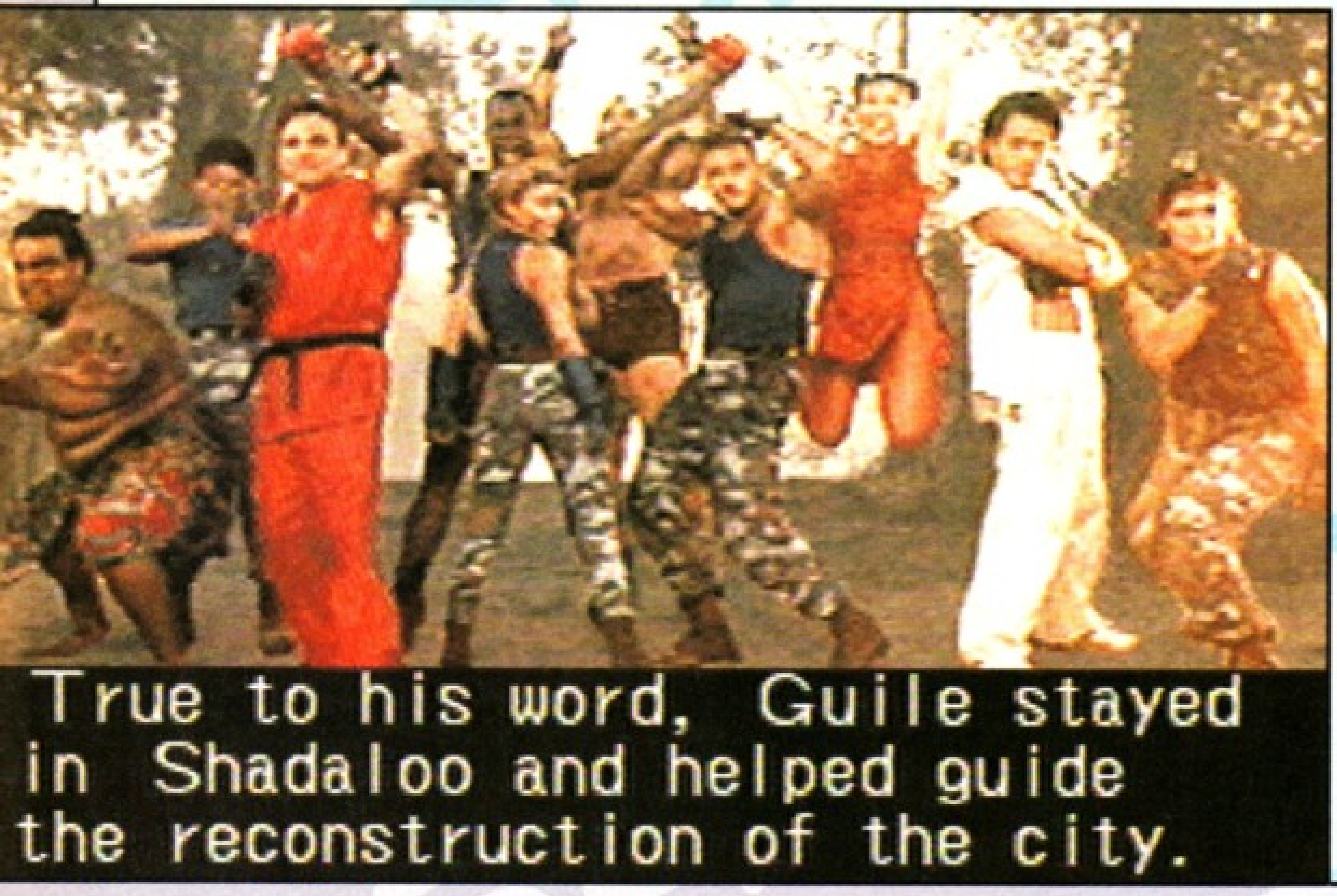


STREETFIGHTER THE MOVIE

As well as being able to play as Akuma, there's a great hidden music video in the game. All you need to do to get it is complete the game in 'Movie Battle' mode. Once you've beaten Bison twice (jump kicks is the easiest way) the video will play. To see it at any other time, go to the 'Battle Select' screen then select the 'Back Up' option to get the screen with 'Video Clip' on it. Select this to get the video to the song 'Something There' performed by Chage and Aska. Watch it closely and you might spot some of the SF Movie characters, as well as the guitarist's really bad miming.



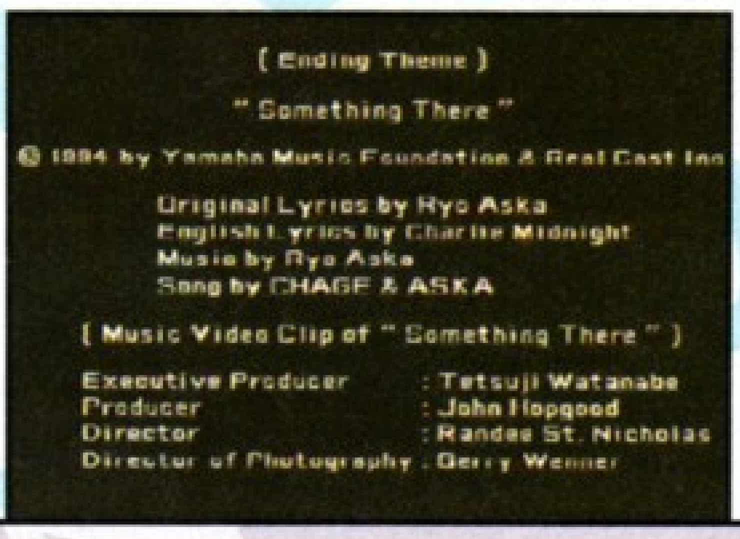


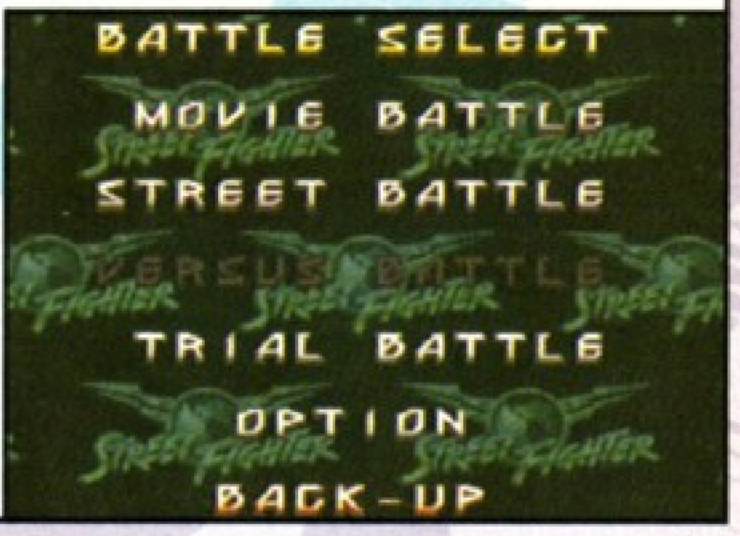




This is the video you're treated to when you complete Streetfighter the Movie. It doesn't have anything to do with Streetfighter (the film or the game) as such, but I suppose it is quite nice. If you like that sort of thing. You know, videos and that. And it has crap pop-stars too, which is always good for a laugh.







SHINOBI-X

To get 999 shurikens, go to the options screen and highlight the 'Shurikens' option. Now hold the L and R buttons and press C, A, B. The number will change to '999', meaning that you've got loads to throw around when you start the game.

If you want to see all of the FMV in the game, watch the opening intro sequence and while it's running, press C, X, B, Y, A, Z, Start.



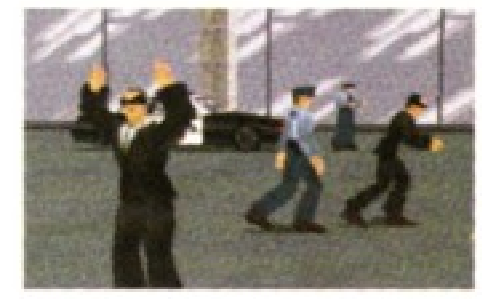






GAME *of the month*



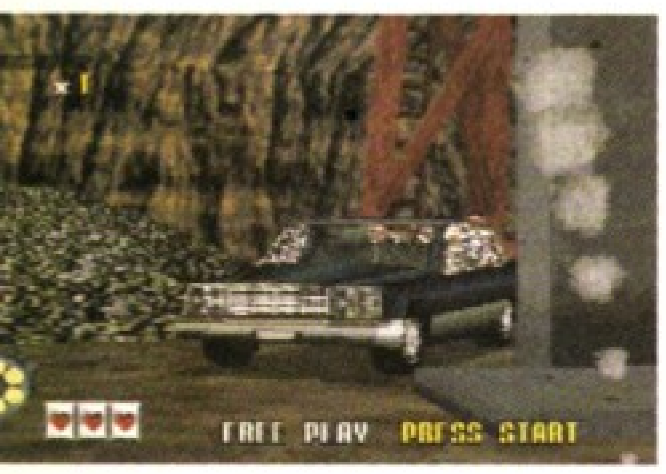


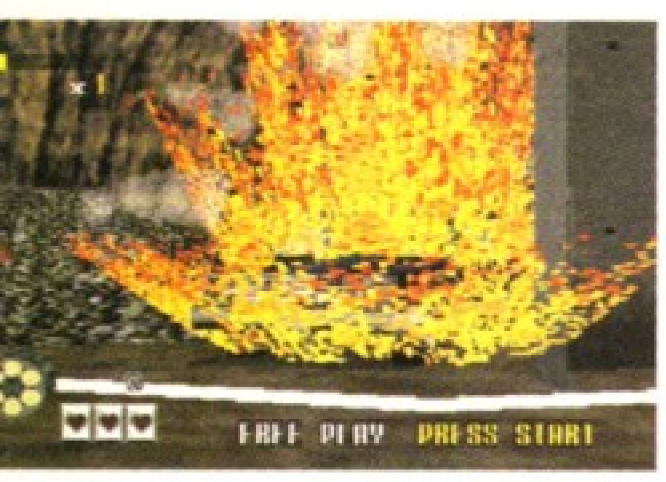
Virtua Cop

BY	SEGA
PRICE	£59.99 WITH GUN
PRICE	£49.99 WITHOUT
RATING	★★★★★



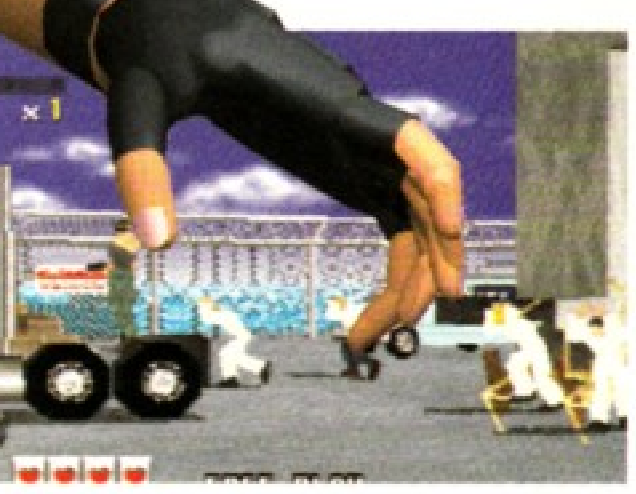
Seeing as this is absolutely brilliant , it hardly needs an introduction – suffice to say if you own a Saturn you absolutely have to have this game. Converted from the smash hit arcade title from AM2, this is faithful to the original in every way, except that there's even more gameplay options for the Saturn version. Yep, in addition to the three shooting missions from the arcade version, there's a ranking mode, a mirror mode and original mode (which is basically a randomised shooting alley that can be played as a one or two player game). This gives the title tons more lastability than if it was a straight port of the coin op, although that in itself would warrant a purchase.



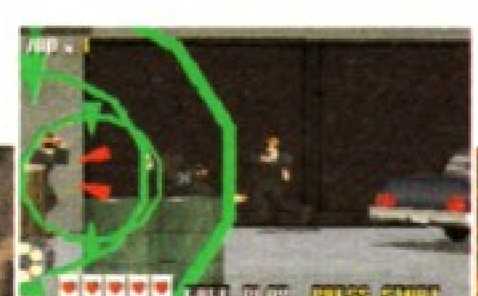
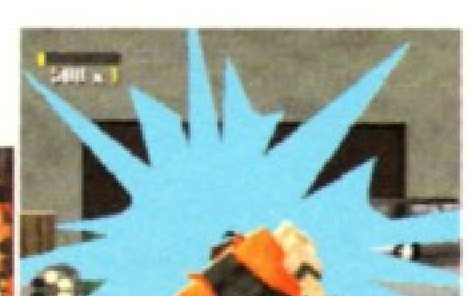


Naturally, you'll need to buy an extra gun if you want to get the most from the game, as playing it with a joypad can be a bit clumsy, but even if you buy the title as a standalone, you'll still marvel at how perfect the conversion is that AM2 have brought into your home. Everything is in there, from all the stylised, cool-suited hit men to the huge, swinging cranes and massive trucks which drive towards you at breakneck speed. Easily the best title of the month, and in a class of its own as far as current Saturn releases go.























JVC Boxing



BY	JVC
PRICE	£TBA
RATING	★★★★

Boxing has never been a game that translates easily on to console, but JVC have managed to bring the finer points of the game to the Saturn in a more than adequate fashion. Beginning as a novice contender, you'll have to fight your way up through the ranks, building yourself up into a hot, number one boxer. Although the game begins fairly slowly, with your boxer being particularly sluggish, as you progress, the game becomes much faster, and there's plenty more moves to discover. In fact, finishing the whole game will keep you occupied for a good few weeks. Then there's always the two-player mode to conquer – infinitely more fun than a one player game, where ribbing abounds. What's especially good is that you can store a boxer, build them up and use them to paste any opponent. Not quite good enough to be a classic, simply as it takes so long to get into, but definitely worth a look – particularly if you're after a long-lasting game.









Hebereke's POPOITO



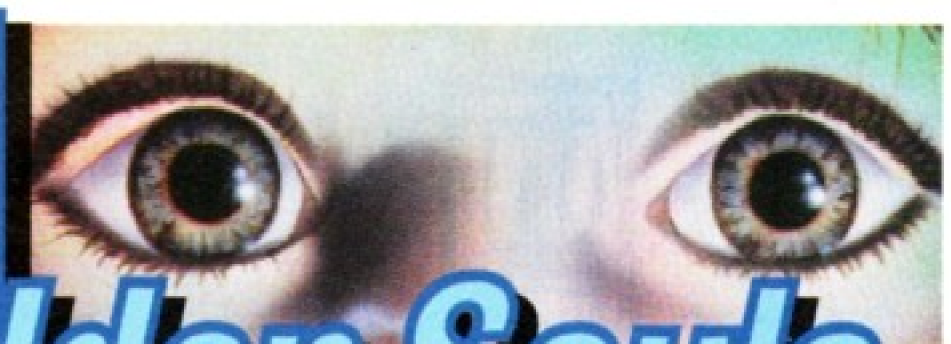
BY	MARUBENI
PRICE	£39.99
RATING	★★

Hebereke has enjoyed plenty of success on the Super Nintendo, but unfortunately, his first outing on the Saturn falls a bit flat. This is a real disappointment, as not only are Hebereke games renowned for their high quality, the characters are completely wasted here too. And, there's just one reason for this – the game swings from one extreme to another. Put it on easy mode and you'll complete it within an hour – set it to hard and you'll be lucky to complete the first stage. It's a shame really, because at first, Hebereke seems as though it will be really good fun – the graphics are just as you'd expect and all the characters from the other games have been used too. But, it hasn't been put together very well, and the result is really disappointing, which is a shame – it could have been so good.



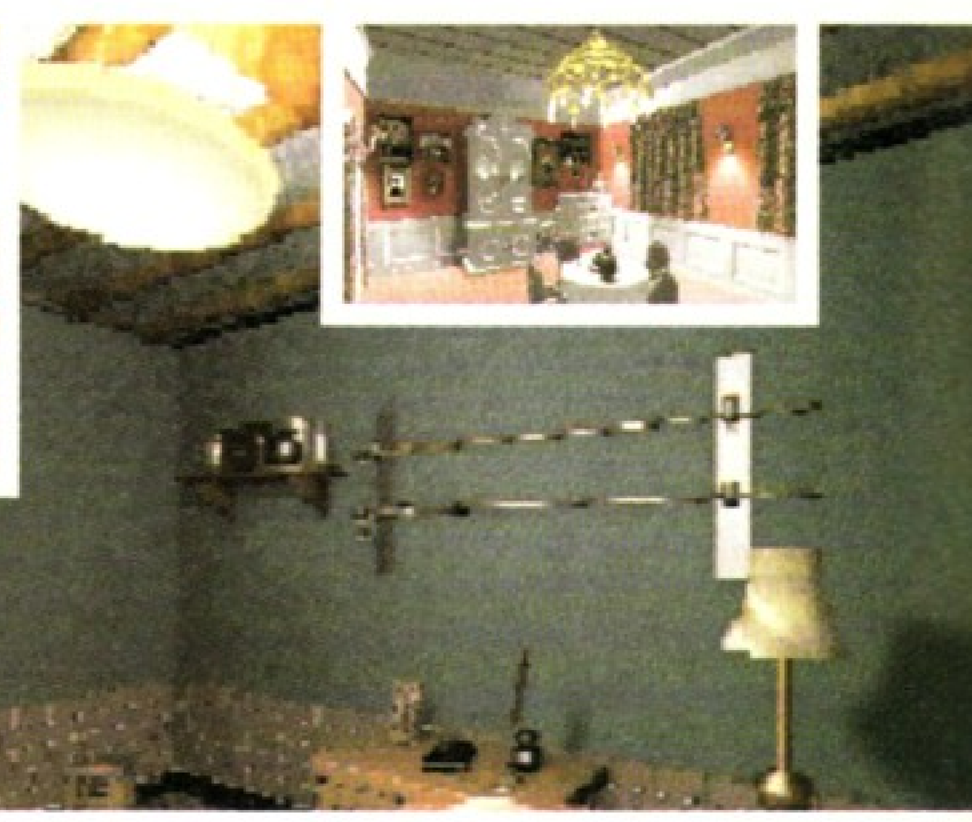


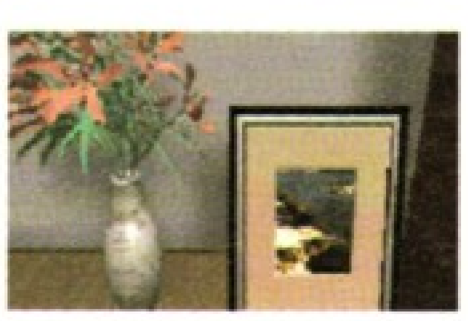

MANSION of Hidden Souls



BY	SEGA
PRICE	£39.99
RATING	★★★

Eurgh. While the concept of Mansion of Hidden Souls is in theory, quite a nice idea, in reality it doesn't come together very well. The task at hand is to uncover the mystery behind the spooky house that no one dares enter (as if you just wander into peoples' houses at random anyway). There's many mysterious goings-on to be discovered in there, plus a fair few seedy characters too. Which is all very well, as is the gameplay, which focuses on discovering objects, then using them to open doors, set fire to rooms, give to people – you know the sort of thing. But, it's the actual execution of the proceedings that makes this such a torture to play. Not only is the storyline deathly dull, but the graphics are fairly dated, and considering that the game barely does anything except show static screens, they're of fairly poor quality too. Still, if you're only interested in gameplay, this may be worth considering, but the adventure is so easy, that you'll plough through it in next to no time.





Firestorm

BY	CORE DESIGN
PRICE	£44.99
RATING	★★★★★

Core Design have become something of developmental gurus in the last few years, and their debut effort on the Saturn harks back to their ground breaking days of the Mega-CD hit, Thunderhawk. And it does this in more ways than one, because Firestorm is basically a souped-up, fiddled around with update of the original Thunderhawk. Of course, it's almost unrecognisable now as the graphics are so much better and the missions have changed, although fans of the original Thunderhawk will recognise the gameplay immediately. This outshines Sega's import flight sim, Wing Arms by miles and will bode well in any action fan's game collection. A joy to play and great to look at too.











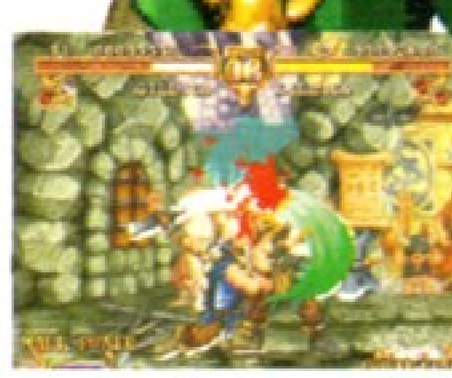
Golden AXE

BY	SEGA
PRICE	£39.99
RATING	★★★★

Surely every gaming fan will recognise the name Golden Axe – it was one of the first titles ever to appear on the UK Megadrive, and damned good it was too. Hell, it was even fairly successful as a coin-op in its day. But, ah, times have changed, and with those changes comes this new version of Golden Axe, developed on Sega's own Titan arcade board, which means that the Saturn version will be absolutely identical. For this all new version, the scrolling beat 'em up action has been discarded, and it's been replaced by a one on one beat 'em up. Actually, it's pretty good too – it may not have the graphical finesse of the Saturn's top titles such as Virtua Fighter 2 but it plays really well, and it certainly has the ability to keep you coming back for more. Not one to buy if you're after the best fighting game on the market, but if you want something to complement Virtua Fighter 2, this could be it.







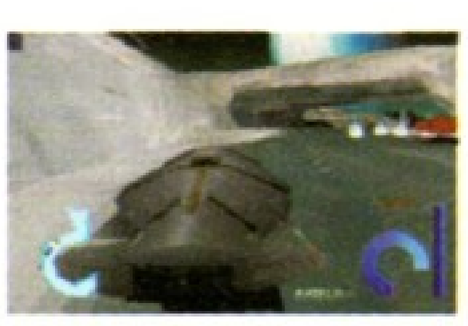




Cyber SPEEDWAY

BY	SEGA
PRICE	£39.99
RATING	★★★







You'll have to wait a while if you want to play WipEout on your Saturn, but in the meantime there is Cyber Speedway – Sega's homegrown version of events. Select your car from a choice of six, then burn round a variety of lovely looking tracks. Sounds great doesn't it? And, in its own little way, it is quite nice. However, when you compare it to the likes of WipEout or even hi-Octane, it begins to look a bit shoddy. Most of the tracks suffer from the old trees-out-of-nowhere syndrome, and the cars don't have any feeling of weight or movement. The tracks are fairly boring too, and although they look nice, nothing of any real interest happens on them. At least this has a two player mode though. One for racing die-hards only.

ALSO OUT *now*...

CLOCKWORK KNIGHT 2	£39.99	★★★★☆
SIM CITY 2000	£39.99	★★★★☆
MORTAL KOMBAT II	£39.99	★★★☆☆
NBA JAM *TOURNAMENT EDITION*	£39.99	★★★★☆
WORLD SERIES BASEBALL	£39.99	★★★★☆
NHL HOCKEY	£44.99	★★★★☆
RAYMAN	£44.99	★★★☆☆
THEME PARK	£44.99	★★★★☆
ROBOTICA	£39.99	★★☆☆☆
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CD FILMS / MUSIC

To play any of these titles, you'll need a video cd card, costing £170. See your retailer for more details.



SHALLOW GRAVE

BY	PRICE	RATING
POLYGRAM	£19.99	★★★★★

Don't try this at home, kids. Shallow Grave, which got all the cinema critics a bit excited earlier this year, is the story of a dead flatmate and his suitcase full of money and drugs. And the living flatmates who decide to get rid of him in order to keep all the dough. It's easy to see why Shallow Grave caused such a palaver as it's top notch all round, from the ace script and acting through to the not unreasonable cinematography. Definitely well worth a butcher's. Butcher's. I do believe I've made a funny.

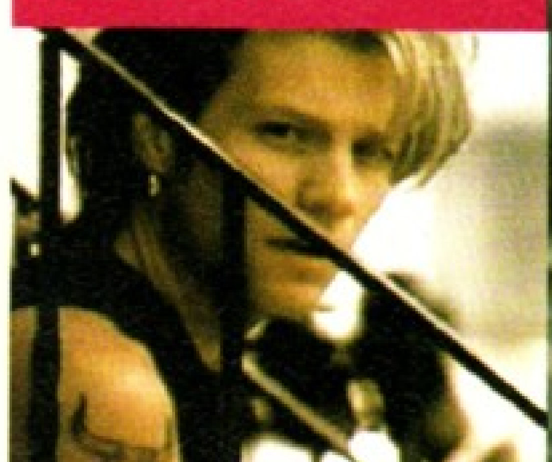
BON JOVI – CROSSROADS

BY	PRICE	RATING
POLYGRAM	£19.99	★★☆☆☆

He's a cowboy, and on a steel horse he rides. He's the be-mulletted demi-god of rrrrock, and he's made millions of pounds out of singing about how poor he is. But hey, all you've gotta do is keep workin' for that paycheck and holdin' on to your baby, because someday, surely, it'll be Saturday night. Anyway, if you're a fan of Mr Jovi and his blue-collar anthems you might be interested in this collection of live cuts and the like which actually isn't that bad. Apart from it all being Bon Jovi music.



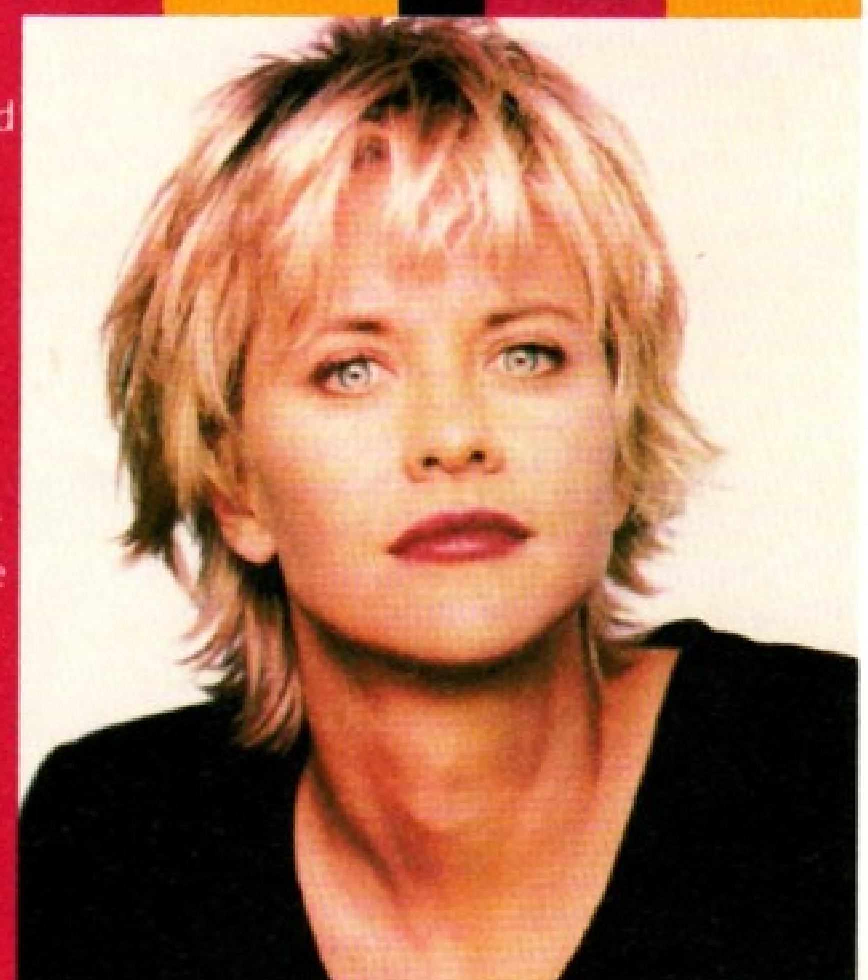




WHEN HARRY MET SALLY

BY	PRICE	RATING
POLYGRAM	£14.99	★★★☆☆

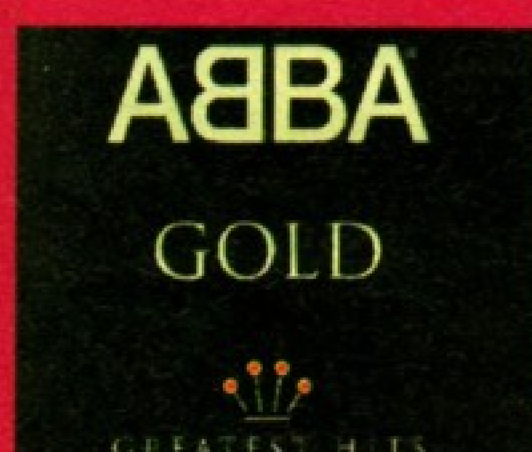
Anyone who hasn't already taped this off the telly might be interested in the VCD release of When Harry Met Sally. It's the everyday story of two people who revive their flagging careers by starring in a whimsical romantic comedy where the object is to avoid copping off for as long as possible. It was quite amusing in its day, although most people have seen it about ten billion times now. If you haven't, or if you really like it, or if you just want to be able to conveniently fast-forward to the infamous restaurant orgasm scene with your joypad, you'll probably like it.



ABBA GOLD

BY	PRICE	RATING
POLYGRAM	£19.99	★☆☆☆☆

It's currently quite fashionable to "like" ABBA in an "ironic" way. Well, it was a couple of years ago. And whilst they may have been the Swedish disco monarchy back in the Seventies, this was sadly before the age of music videos. So what you've got here is a bunch of – ahem – "classic" ABBA tracks, but with lots of spliced bits of stock film which don't exactly look wholly attractive. So even *real* ABBA fans may be disappointed.







next Month

Out with the old and in with the new! In our New Year issue you can expect to see an in-depth feature on Panzer Dragoon II, plus appearances from The Legend of Thor and the results of our Daytona Time Attack competition! Not only this but there's reviews of Guardian Heroes and Toh Shin Den, and a line up of Saturn games for 1996.

***And hey!* Lots of other stuff too!**



SEGA SATURN MAGAZINE. ISSUE 4. OUT JANUARY 24th.

Make it your New Year's resolution.

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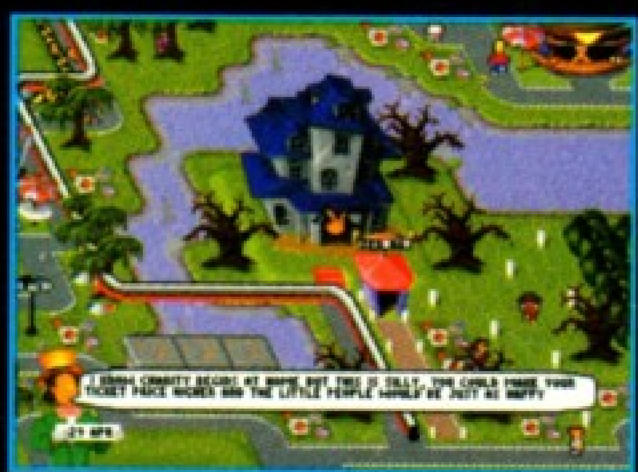
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